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SEGA FORCE
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VIRGIN'S EPIC GLOBAL GLADIATORS PREVIEWED! GIMME FIVE!
Have a great Christmas, Deadheads!
Not an official Sega publication
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EXCLUSIVE! LONDON MONARCHS VS US FOOTBALL SIMS!
WHAT THE PROFESSIONALS THINK!
GIANT CHRISTMAS SPECIAL
MEGA DRIVE md
EX-MUTANTS
ALIEN 3
MASTER SYSTEM ms
4-IN-1
GAME GEAR gg
THE SEGA FORCE REVIEW OF THE YEAR — IT'S AWESOME!
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ECCO ● JAMES BOND ● INDY III
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SEGA FORCE

BREAKING TH

XMAS CHEER!

The SEGA FORCE deadheads might be full of the old Christmas spirit, but we ain't gonna let a few mince pies and a bucketful of brandy get in the way of our gaming antics. There are loads of corking releases this ish, and you can bet your shiny new sixpence we've played 'em to death! Get 'em while they're hot, folks, they're luverly!

CHRIS 'TWO SHEDS' KNIGHT, Big Ed
I used to look forward to the Satsuma at the bottom of my Christmas sack every year but, I'll tell you what, they don't taste like they used to anymore. Must be all them chemicals they use to make 'em look pretty!

Anyway, does anybody fancy buying my lovely cottage down in Cornwall? Now that would really make my Christmas, not to mention a lot of other folks', who won't otherwise be getting prezzies off me this year! No, honestly, you'd love it! Offers gratefully accepted at the usual address, please!

Apart from that, here's hoping all you game-freaks out there have a brilliant Christmas and a hi-scoring New Year!
Fave Game of the Month: ECCO

PAUL 'PRESENCE AND PRESENTS' WOODING, Staff Writer
'What d'ya want for Chrimbo, Paul?' Well, apart from 24 cans of draught bitter and a WonderMega, *my* Christmas would be complete if the world would stop arguing and be at one with itself.

Failing that, a brand spanking new guitar and amp autographed by Big Country (yeah!). Since both of these requests are a bit **too** optimistic, I'd like my beloved footy team, West Bromwich Albion, to win the Second Division title **and** the FA Cup. Is that too much to ask?
Fave Game of the Month: EX-MUTANTS

ADRIAN 'CHOCOLATE LOG' PITT, Deputy Ed
An apple, an orange and a bag of nuts, that's all I expect to get this Christmas, coming from an extremely poor background and all that. Father Christmas leaves **us** mince pies and a glass of sherry! In light of all the crime and vandalism around at the moment, we lock our doors, bolt our windows and old Santa *still* manages to get in! Anyway, that's by the by.

What I'd *really* like in my stocking's an *Old Moore's Almanac*. Then the gloomy old git can predict the best day to buy a beige headscarf. You never know when that sort of information will come in handy!
Fave Game of the Month: WONDERDOG

WARREN 'EAT ME (DATES!)' LAPWORTH, Prod Ed
All I want for Christmas is a Düpler Prague away kit! Failing that, the entire CD back catalogue of New Order, Depeche Mode, Dead Can Dance, The Icicle Works, Erasure, Bowie, The Cure etc etc. Oh, and Cliff Richard for me mum!

Also, in no particular order: crates of whisky, rum and white wine, a Mesa Boogie amp, '57 Strat, complete run of *Amazing Spider-Man*, Akai S1000 sampler, several thousand pounds in used notes and everyone else who knows me.

'Bye for now — and whatever you do this Chrimbo, have a good un'!
Fave Game of the Month: JAMES BOND

MAT 'MISTLETOE AND WINE' YEO, Staff Writer
Yep, folks, it's that time of the year again. An excuse for daft party games, eating more than is humanly possible and watching the usual glut of repeats on TV! (Is Noel Edmonds on *again*?! —Dep Ed.)

What would I like for Christmas? I'd like peace on Earth and good will to all men. If that ain't possible, I'll settle for a life size cut-out of Vanessa Paradis (or the real thing!)!
Fave Game of the Month: MICKEY AND DONALD

THE BARRELS IN JANUARY



TOKYO 2 CREW

FALLEN ANGEL
Chris Knight
KING BALTHAZAR
Adrian Pitt
BAZ THE SHEPHERD
Mat Yeo
KING MELCHIOR
Paz Wooding
'KING HELL
'Sir' Warren Lapworth
SONIC
Himself
SPECIAL GUEST STAR
Spud Ewelike
The arthritic sheep
CAST OF THOUSANDS
Marshal M Rosenthal
Tomoko McKay
Rik Henderson

SET DESIGNER
Ian Chubb
ASSISTED by
Tony McGowan
KEY GRIP
Michael Parkinson
DOLLY GRIP
Rob Millichamp
SCREENPLAY
Sega Force Deadheads
PROMPTER
Pete Smith

CINEMA MANAGERESS
Sheila Jarvis
POPCORN SALES
Michelle Kendrick
Pete Raybould
HOT DOG PRODUCTION
Jo Lewis

CASTING MANAGER
David Wren

ASSOCIATE PRODUCER
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Jonathan Rignall
PRODUCED by
Roger Kean
ARTWORK by
Oliver Frey

Coming to a cinema near you soon! Soundtrack available on CD, LP, EP, GP, JP, DSO with Bar and Cassette from the foyer
The Editor's decision is final in all competitions and film cuts, so stitch that! Full rules available on request
We cannot undertake to return anything sent to SEGA FORCE unless accompanied by a stamped addressed envelope and an interesting new film script for we 'resting' thespians!

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ISSN 0964-2552

ALAKAZAM!

16 Wave your wands and lose yourself in Sega's brilliant *WORLD OF ILLUSION*! There's a whole new Disney challenge out there, but are you good enough to help Mickey and Donald?

HUT! HUT! HUT!

30 Wanna find out what American Footballers think of American sport sims? Look no further as the world-beating LONDON MONARCHS put some high-flyers through their paces. Play ball!

DOWN, BOY, DOWN!

76 Is *WONDERDOG* gonna help sell Sega's new Mega-CD? Or is his bark worse than his bite? Take in JVC's smart, extra-terrestrial canine adventure and see for yourself!

DREAM ON!

88 He's mad, he's bad and he's gonna take vicious revenge on the scum wot killed his dad! Who is this lean, mean, fighting machine? Opa Opa! (Hmmmm!)

FREAK SHOW!

42 Fancy joining us SEGA FORCE Deadheads for a day down in Game Freak Alley? Here's your chance with the fabulous Freak Show compo! Get scribblin' and try your luck!

IT'S A KNOCKOUT!

10 See Mohammed Ali back in action, alongside Mick and Mac, the Global Gladiators, Strider 2 and loads more as SEGA FORCE previews the latest batch of goodies from Virgin and US Gold!

ROLL UP...!

91 Join the fastest growing queue in the cosmos and get your SEGA FORCE subscription while it's hot! It works out cheaper, you get the mag early AND there's the special gift to boot! Go to it!

IT'S PARTY TIME...

100 SEGA FORCE is a big mag now, all of one year old! Take in the good, the bad and the ugly as we look back over our formative days in the Review Of The Year!

REGULARS

13 FORCE tested!

Gotcha!



EUUURGH! Only wildman Chris Evans could stuff his face so full that early in the morning!

GOOD MORNING GAME-FREAKS!

THE BIG BREAKFAST

Those of you with a paper round know what it's like to get up at a God-forsaken hour! The time, 5.30 am, the place, central London. **Ben Keyworth** drags himself out of a warm bed into a denim jacket and totters off in search of a converted dockside cottage past the East End.

While most 12-year-olds are still in the Land of Nod, Ben prepares himself for his weekly appearance as the host of ***The Big Breakfast***'s Masterblaster computer gaming feature.

In front of an audience of millions, Ben sits in a small room (trying hard not to look bleary-eyed!) with show presenter **Chris Evans**. Playing with his Game Gear, he awaits his cue, ignoring the usual mayhem that goes hand-in-glove with Britain's newest early morning show. It's a job many youngsters could only dream of, reviewing games on national television, but, as we found out when we paid Ben a visit, it's something he fell into almost by accident.

'I knew a bloke at Channel Four who put my name forward for a games section in a new programme they were doing,' Ben explained. 'I went for an interview, did a pilot show, they called me Ben the Boffin and the next thing I knew, there I was in front of the cameras!'

Deadheads on toast

Ben still goes to school (just thought we'd mention that in case your parents are frowning!), enjoys reading computer mags and is well impressed with the Mega Drive.

Of course, we had to ask him which was his favourite mag. 'I *do* read **SEGA FORCE**. I used to like *Mean Machines*, but it ended up getting on my nerves!'

What it's like being a new face on television?

So the MEGAPC's finally showing it's head on the UK market! It's been a long time in planning and development and Amstrad have been keeping the details a closely guarded secret until now.

Catch the full teccy specs and the SEGA FORCE verdict next month but, at a first glance, we Deadheads are a little dubious about its selling power.

Perhaps Sega are as well, which could explain why they haven't really had an awful lot to do with the MegaPC's upbringing.

What with the imminent release of the Mega-CD and thepresent development of the next generation of consoles, the 32-bit Giga Drive, are Sega running the risk of spreading themselves a little too thin?

Sure, it's great to cover every possible angle but, without the software to support the hardware, there's always a risk of running into the same problems Amstrad faced with the GX4000! Tread carefully!

By the time this stonking issue of SEGA FORCE gets to you, the long-awaited SONIC 2sday will be a thing of the past! Never fear, our intrepid Black Marshal's gonna be there Stateside to bring us the full lowdown on the festivities for next month's issue! Look out for a whole new Japanese outlook from our new man out East, too! Notron Kai's the name, so keep yer eyes peeled!

SPECTRAVIDEO EXPOSE ALL!

It's here! It's clear! It's not very dear!

Spectravideo announce the arrival of their new *Pro Pad*. Hailed as the first transparent MD controller, the *QJ Pad* has more features than a top-of-the-range BMW!

They include fast and slow autofire buttons, slow motion selectors and left and right fire buttons which make the pad comfy for left- handed gamers! The pad's already causing quite a commotion in the heady world of joystick design — seen recently at the *Consumer Electronics Show* in Chicago, it scooped the highly prized Design and Engineering Award!

Being see-through and sexy, you'd expect pay a pretty penny for it, but at £15.99 it's an absolute steal! What more can we say, except this is one pad that wants to be over-exposed! For details, contact **Spectravideo** on (081) 902 2211.



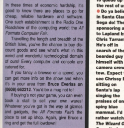
Ben said, 'Quite a nerve-wracking experience! Sometimes I look at the clock, see there's only five minutes to go and the panic sets in!'

Why not check out *The Big Breakfast*'s Masterblaster feature, presently shown on Thursday mornings (soon to be on Mondays, too) and see if you agree with Ben the Boffin's lowdown on some of the crunchiest high-fibre releases to hit your console since Roland Rat surfed the River Teme on a Pop Tart. You know it makes sense!

Otherwise, check out future issues for our very own Masterblaster column real soon!

Ben the Boffin's certainly got something to crow about! When the SEGA FORCE Deadheads popped down to the Big Breakfast studios, we presented him with his very own SEGA FORCE T-Shirt! Not everybody gets that kind of honour from Game Freak Alley, you know!





All's Fair...

In these times of economic hardship, it's good to know there are places to go for cheap, reliable hardware and software. One such establishment is the Radio One Roadshow of the computing world: the *All Formats Computer Fair*.

Travelling the length and breadth of the British Isles, you've the chance to buy discount goods and see what's what in this weird and wonderful technological domain of ours! Every computer and console are catered for.

If you fancy a browse or a spend, you can get more info on the show and when it's in your area from **Bruce Everiss on (0608) 662212**. You'd be a mug not to!

If buying's not your game, you can even book a stall to sell your own wares! Whatever you've got in the way of gizmos and gadgets, the *All Formats Fair*'s the place to set up shop. Again, give Bruce a ring and get the full lowdown!

ADEY BABE'S MOST MEANINGFUL NATTER BIT

It had to happen! Sega are making a record! Top pop impresarios, *HWA* (Hedgehogs With Attitude), are to let rip with a hip offering, *Super Sonic*. The track will appear on the Jive label and should poke a pointy stick in the eye of Nintendo's half-hearted effort! Sonic could take the Christmas Number One slot!

● News from Sega that *Sonic 2* will definitely NOT be bundled with any of their hardware for at least 12 months. There *was* a rumour that both Sonic games would be included in a Mega Drive pack. New MD owners will have to queue up like the rest of us!

● Do ya believe in Santa Claus? Sega do! They're sponsoring a trip to Lapland by Chris Tarrant. He's off in search of the bearded guy himself with a camera crew in tow. Expect to see Chrissy Boy sitting on Santa's lap singing the praises of one spiny blue mammal. I'd rather watch *The Wizard Of Oz*, quite frankly!

TIP-TOP READING!

Ever been flattened in *Chuck Rock*, drowned in *Robocod*, spiked in *Sonic* or pecked to death in *Taz-Mania*? Thanks to **Virgin Publishing**, help is most definitely at hand.

Available now is the official *Sega Mega Drive Power Tips Book*, jam-packed to the cover with helpful hints and tips to see you through the toughest levels of your favourite MD games. One hundred games have been cracked in all, chosen from the hottest official **Sega** titles.

The book's 112 pages have over 500 colour screenshots outlining the best ways to blast bad guys, inflict GBH on aliens, kick pooh-pooh out of ninjas and score goals in the blink of an eye! Gaming secrets behind the most popular sports sims, shoot-'em-ups, beat-'em-ups, platform romps, arcade adventures and RPGs are yours for the taking.

Winning tips...

Desert Strike, Xenon II, Populous, EA Hockey, Shadow Of The Beast and *Sonic The Hedgehog* are just some of the classics tackled in the biggest tips book of its kind. A brief introduction to each game is followed by level tips and cheats, step-by-step screenshot sequences and handy control information.

The good news is **Virgin Publishing** have kindly given us 15 copies of the *Power Tips Books* to give away in a mega competition! If you'd like to win one of these cracking books, jot down the answer to the following question on a postcard or sealed-down envelope and get it to us by **January 14, 1993**. Don't forget to include your name and full address. Here goes...

Win! Win!

What's special about Ade's Pittstop?
a) It glows in the dark
b) It's a pull-out section
c) It once did a song and dance routine with Dame Judy Dench

Send your entry as quickly as poss to: **SAUSAGE AND TIPS COMPETITION, SEGA FORCE, Europress Impact, Ludlow, Shropshire SY8 1JW**. If you're a winner, your name'll appear in the compo results section at the back of the mag. Good luck!

● For more info on the book, give **Nikki McCarthy** a ring at **Virgin Publishing** on **0462 456780**. Now, how d'ya kill the snowman on *Robocod*? Hmmm...

MD reaches Dizzy heights

One of the most famous computer characters is about to make his mark on the Mega Drive. Dizzy, the daredevil egg, is being programmed by software house **Codemasters** for 16-bit.

Dizzy has already made a name for himself on Nintendo machines, receiving rave reviews across the board; now Sega owners are set to follow the shell-suited hero. There are loads of Dizzy games available for other machines so his MD future looks bright.

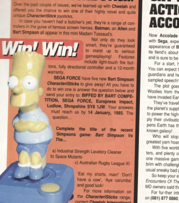


Dizzy games are renowned for their superb graphics, animation, sound and mind-bending puzzles. Platform fans are in for a real treat. *Dizzy* on the Mega Drive looks set to beat the socks off other versions — it's better than the Amiga romp, for a start!

Codemasters PR Exec, **Richard Eddy**, told **SEGA FORCE**, 'We've scheduled the first Dizzy game for a March 30 release. Having said that, we won't rush things. We want the game to look superb.'

Recently, the *Dizzy Collection* computer game compilation topped its hundredth week in the Gallup charts! Looks like we're in for something special, folks!

For more info, give **Codemasters** a bell on (0926) 814 132.



GIVE BART SOME STICK!

Over the past couple of issues, we've teamed up with **Cheetah** and offered you the chance to win one of their highly novel and quite unique *CharacteriStick* joysticks.

In case you haven't had a butcher's yet, they're a range of controllers in the guise of famous screen heroes. **Batman**, an **Alien** and **Bart Simpson** all appear in this mini Madam Tussaud's.

Win! Win!

Not only do they look smart, they're guaranteed to stand up to serious gamesplaying! Features include light-touch fire buttons, fully directional controller and a 12-month warranty.

SEGA FORCE have five new **Bart Simpson** ***CharacteriSticks*** to give away! All you have to do to win one is answer the question below and send your entry to: **BIFFED BY BART COMPETITION, SEGA FORCE, Europress Impact, Ludlow, Shropshire SY8 1JW**. Your answers must reach us by **14 January, 1993**. The question...

Complete the title of the recent Simpsons game: *Bart Simpson Vs The...*

a) Industrial Strength Lavatory Cleaner
b) Space Mutants
c) Australian Rugby League XI

'Eat my shorts, man!' 'Don't have a cow', 'Aye carumba' and good luck!

For more information on the *CharacteriSticks* range, contact **Cheetah International** on **(0222) 867 777**. Now, where's that Simpson stick...

CAT-ACLYSMIC ACTION FROM ACCOLADE!

Now **Accolade** have settled their differences with **Sega**, expect to see the fur flying with the appearance of **Bubsy the Bobcat**! This furry little fiend's about to make his debut on the MD and is sure to be hot!

For a start, his game's a 16-Meg cartridge! You can expect to see huge levels and massive guardians and hear stunning sound — including sampled speech!

The plot goes something like this. The evil Woolies from the planet Rayon (where else?) have invaded Earth.

They've travelled from deep space to plunder the planet's supply of yarnballs, which they need to power the high-fibre plasma engines that supply their civilisation with energy! It just so happens Earth has the largest supply of yarn in the known galaxy!

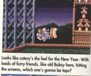
Who will stop them? It's up to the world's greatest yarn hoarder: Bubsy!

With five worlds, each containing three chapters, and plenty of hidden rooms to find, this is one massive game! Each level's packed to the brim with challenging obstacles, puzzles and the usual sneaky bad guys!

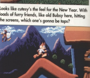
So keep your eyes peeled for *Bubsy in Claws Encounters Of The Furred Kind*! Eight out of ten MD owners said they preferred it!

For fur-ther info, contact **Accolade/Ballistic** on **(081) 877 0880**.





Looks like cutesy's the feel for the New Year. With loads of furry friends, like old Bubsy here, hitting the screens, which one's gonna be tops?





Gutter Talk

READY TO KICK OFF

Gutter Snipe receives loads of letters asking 'When are **US Gold** releasing *Super Kick Off* on the Mega Drive?' And let's face it, folks, it's been a long time coming. Good news! April 1993's the month of release.

US Gold told us the MD game falls somewhere in between the Amiga and SNES versions, with bigger, better sprites than those in the original *Kick Off*. **US Gold** have worked damn hard to get it looking spot-on — that's one of the reasons it's taken so long to hit the shelves. Patience is a virtue!



VIRTUAL REALITY TV!

Prepare yourselves for a whole new televisual experience this January as the world's first Virtual Reality programme hits your TV screens! The star of *Red Dwarf*, **Craig Charles**, invites viewers to visit BBC2's *Cyberzone*.

The team responsible for bringing VR to your living room is **Broadsword Television**, whose previous work includes *Knightmare* and *Def II*. Using techniques perfected in desktop Virtual Reality, *Cyberzone*'s a computer-generated adventure game which allows the viewer to share the competitive experience as sporting megastars compete with mere mortals in the Datasphere.

At the core of *Cyberzone* is a bank of powerful linked computers, into which a series of 'Zones' or computerised environments are loaded. Each Zone provides the setting for a game or 'run'. There are numerous games in each programme.

3D dopplegangers!

Craig Charles is *Cyberzone*'s host or 'warden'. The computer system (the Datasphere) has its own spokesperson who talks contenders through each run. He's called Thesp!

Human players enter the Zones as a 3D computerised cyborg. These animated characters are controlled by the body motions of the corresponding human player, via an apparatus known as a 'Mobility Station'. When players run, walk, turp or step backwards on these stations, their cyborgs do likewise. Players view the outcome of their moves on a huge video wall.

Teams compete against each other, solving puzzles, overcoming various physical and intellectual obstacles, finding routes and avoiding hostile elements created by the system. There's even Virtual Vehicles, such as cars, boats and helicopters.

This is gonna generate a helluva lot of interest. Watch out for *Cyberzone* in the New Year; we'll let you know the exact broadcast date. Stay tuned!







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KING ROLO?

Fancy burrowing like a mole? Grab Rolo and you can take on all manner of weird and wonderful animal guises! Should be a giggle!

The evil **McSmiley Twins** are out to control every zoo and circus in the world. To do this, they've captured all the animals, including Rolo the Elephant's mother!

Yep! You've guessed it! You get to play **Rolo the Elephant** in the latest epic MD revenge outing from **Electronic Arts**! Rescue your friends as you trek through five worlds and over 80 levels, through forest, town, desert, pyramids and even over the Moon!

As a mammoth platform and puzzle romp, *Rolo To The Rescue* has you finding keys and leading the animals to safety, but there's a whole lot more to it than that. You can switch between characters to use their special skills.

Created by **Vectordean**, the makers of *James Pond*, you can bet this one's gonna look and play a treat. Look out for the full lowdown in **SEGA FORCE** next month!

A TOUCH TOO MUCH?

Remember our exclusive **Mega PC** news piece (Issue 10, page 9)? Now **SEGA FORCE** brings you yet another first as the full specs of the **Amstrad Mega PC386SX** roll hot off the press!

Set to hit the shelves in time for Christmas, this latest combination of business and leisure hardware in **Amstrad**'s Family Pack series brings together an IBM-compatible 386SX PC with full Mega Drive facilities.

Produced under licence from **Sega**, the PC side has a 25MHz 386SX processor, 40Mb hard drive and 1Mb of onboard RAM, expandable to 16Mb. Featuring a colour monitor with full Super VGA graphics, keyboard, mouse, analogue joystick, Ad-lib soundcard and Mega-CD port, you certainly get a fair package. On the Mega Drive front, there's full stereo sound, headphone socket and a joypad.

Stylishly hidden behind a sliding panel, you can slap a cart into your MD slot, play your game and still keep your PC in active mode, letting you switch between game and work (or MD game and PC game) as often as you like.

What are they saying about it at **Amstrad**? Group Sales and Marketing Director, **Malcolm Miller**, reckons: 'Our success with the Family Pack concept has proved conclusively the growing importance of the market for PCs in the home... The **Amstrad Mega PC** offers unrivalled scope for the consumer at a highly attractive price point.'

A-ha! Here we get to the nitty-gritty! Just how much is this little package gonna cost you? A mere £999.99!!

How much indeed! Let's just say that if any of you don't have access to both a PC and a MD, you might like to have a look at it. At that price, that's about all a lot of us will be doing!

Look out for next month's issue, when teccy buffs get a real kick from the full specs and the very first **SEGA FORCE** playtest of the **Amstrad Mega PC**!

This is all we've been able to see of the new Mega PC so far, but you can bet we'll be bringing you all the lowdown next month! Looks quite a neat little item, but is it going to grab you at just under a thousand quid? Better have a word with the bank manager!

BIG IN JAPAN!

Our Japanese correspondent NORTON KAI knows what's hot and what's not in Far Eastern gaming gutters. First with the news on forthcoming Sega hardware and the latest gossip on MD Street Fighter II.

Add-on attraction

In early November, **Sega** announced new hardware for the Mega Drive and Mega-CD.

First in line's *Mega-CD Karaoke*, presently only available with the WonderMega console. The karaoke machine enables such special effects as digital echo, key and pitch controls and vocal track cancel. Sing along with your favourite records and mute out the original singers' vocals!

There was a rumour that the Mega Drive was getting a mouse controller, as seen on many personal computers. The rumour's now reality!

The ***Mega Drive Mouse*** has finally been unveiled, with a launch targeted for March 1993. Equipped with two buttons, the contoured mouse can be flipped upside down and operated as a trackball. Clever, huh?

Keep your eyes peeled for the ***Multi-Competition Adaptor***, due for release sometime in Spring '93. The device allows four separate controllers to be hooked up to a single games unit! Two multi-player titles, a soccer sim and baseball sim are in development and should be released around the same time.

Balrog, M.Bison or Vega? Whichever of the SNES versions you've got, you'll know the last two characters by different names. What are they gonna be called on the Mega Drive and Mega CD, though? Well, that's something we Deadheads are still bustin' to find out, but you can bet when we do, you'll be the first to know. Look out for more red hot *Streetfighter II* lowdownreal soon!

Sega grab Capcom licences

Sega have scored a huge coup in its power struggle against **Nintendo** — they've enlisted the support of gaming wizards **Capcom**, of *Street Fighter II* fame.

The first collaboration between the industry giants will be *Final Fight CD* for the Mega-CD, due in February 1993. Given the huge capacity of the CD, it appears all three arcade characters —Cody, Guy and Haggar — will be available for selection. Two-player mode definitely will, and CD sounds will provide more satisfying thuds and crunches for fans of mindless violence!

The joining hands of **Sega** and **Capcom** makes *Street Fighter II: Champion Edition* a distinct possibility for the Mega Drive and/or Mega-CD. CD *Street Fighter II* would deliver all 12 characters instead of the eight available on the Super Nintendo cart.

'But how will the it work — the joypad has only three buttons?' Cracking question! The answer lies with the new ***Fighting Pad 6B*** controller. It's a six-button handheld pad, an addi-

QUICK AS A FLASH!



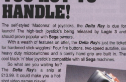


Delphine Software are set to blow MD owners minds for a second time! Having put the finishing touches to their new Mega Drive adventure, *Another World* (a big hit if ever we saw one), **Delphine** are set to stun with *Flashback*, already billed as one of the most fantastic games *ever*!

Flashback takes place over five vast levels on a bizarre jungle planet, where you control top scientist Conrad B Hart and search for the route back to Earth. **Delphine** promise loads of action, with oodles of character interaction, exploration and mind-bending tricks and traps. The graphics are amazing, using rotoscoping, a technique utilised by professional animators to produce true-to-life movement.

Out soon on PC and Amiga, the Mega Drive version should be on the shelves in the first half of '93. Remember where you heard the news first 'cos this is gonna be big!

If you've seen Virgin's *Another World*, prepare for another stunning Delphine outing as US Gold get set to launch *Flashback*.
In true Delphine style, the graphics are certainly distinctive and, when set in motion, the game flows like a dream. We Deadheads can't wait to get our hands on this one!



TOO HOT TO HANDLE!

The self-styled 'Madonna' of joysticks, the ***Delta Ray*** is due for launch! The high-tech joystick's being released by **Logic 3** and should prove popular with **Sega** owners.

With a wealth of features on offer, the ***Delta Ray***'s just the ticket for hardened stick-wigglers! Four fire buttons, two-speed autofire, six heavy duty microswitches and a comfy hand grip are built in. The cool black 'n' blue joystick's compatible with all **Sega** machines.

So what are you waiting for? The ***Delta Ray***'s a snip at £13.99. It could make you a hot-shot video games player!

Check out your local games store for details, or give **Logic 3** at **Spectravideo** a ring on **(081) 902 2211**.

Weird, innit? Some people just don't like the feel of the joypad. Just as well people like Logic 3 are bringing out sticks to go with your fave console machines!
What do you reckon? Is a stick better than a pad, or vice versa? Write in to JOYFUL TIDINGS, SEGA FORCE, Europress Impact, Temeside, Ludlow, Shropshire SY8 1JW and we'll print the results. First entry drawn'll get a goody!

tional three buttons arranged parallel to the original trio.

Sega badly need a monster hit to promote the sales of their CD-ROM drive. The launches of multi-million sellers such as *Street Fighter II* and *Dragon Quest V* strongly boosted sales of the Super Nintendo in Japan. Now **Capcom** appear confident to emerge from **Nintendo**'s sphere, anything could happen!





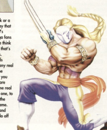
Turtle time!

More disturbing for **Nintendo** is the surprise announcement that software moguls **Konami** have joined forces with **Sega**. The company announced its first Mega Drive cart, *Teenage Mutant Ninja Turtles*, with a launch pencilled in for mid-December.

TMNT appears very similar to the Super Nintendo game, but without the rotational sequences seen on the Nintendo game. A Mega-CD launch, however, would provide similar effects. If **Konami** begin producing Mega-CD software, **Nintendo** may well be forced to launch their CD-ROM drive far earlier than anticipated. Whether or not Nintendo have been waiting to see how Sega's CD baby went down before jumping on the bandwagon is a matter for debate. But, if the two do come out at roughly the same time, you can expect to see some real fireworks on the advertising and promotional front!

You can expect the full lowdown on all these surprise releases over the next few months in these hallowed pages. When the news channels through from Japan, we'll be first with it.

Just a gimmick or a dead giveaway that *Streetfighter II*'s coming to Sega fans real soon? We think the answer to that's pretty obvious.
We Deadheads haven't seen any real graphics on the game yet, but you can bet Sega are gonna put some real effort into this one, to compete with the SNES (spit!) game. Let's kick ass and knock Nintendo off their perch!



What have two gum-chewing kids, two men in tights a heavyweight boxer and a physics professor all got in common? They're Virgin on a release date real soon! ADRIAN PITT investigates...

Previews!

We took a peek at *Superman* on the Mega Drive in Issue 11. Now Master System owners will be pleased to learn **Virgin Games** have an 8-bit release planned for Christmas.

As Supe, use all the cunning and brute force you're renowned for to capture your dastardly enemies, lock 'em in a cell and throw away the key. But there's more. Lois Lane, your one and only love, has vanished while chasing what she thinks is a mega-exclusive news story. You use your powers of deduction to track the lady down, but to no avail.

Some of your top adversaries have got together, nabbed poor Lois and plonked her on a spaceship. They know Mr Beefy'll be coming to get her so a horrendous set of tricks and traps have been laid to thwart your rescue plans.

Metallic pranks a-plenty!

You swoop over the Metropolis, righting wrongs, using your Power Punch to knock the living daylights out of the bad guys. That punch is also pretty handy (no pun intended) if objects block your route through a level.

Superman's a horizontally- and vertically-scrolling affair of five levels, some split into sub-sections. Several contain flying sequences, others are your usual platform and ladders affair.

Crime fighting's a tough job and your energy level soon diminishes, especially when you're up against the likes of Terraman, Maximus, The Prankster, Metallo and Brainiac, who splits into six just to confuse ya!

With the likes of *Spider-Man* and *Batman* already on **Sega** machines, will Supey live up to his comic book image on the Master System?

DAILY PLANET

METROPOLIS ATTACKED

Price: 40c By Tom.S

Virgin have made his game bloody tough; we'll see if use **SEGA FORCE** bods can get to grips with it in a couple of issues time.

Another hit?

Here's a game that went down a storm on PC: *Another World*. It received loads of awards and now it's about ready for a Mega Drive outing.





Top: Old Lester takes to the controls in *Another World* on the Mega Drive. This is part of the brilliant opening sequence.



Above: Watch this space! A huge black cat appears. You come across him later in the level. When he appears, run like hell, 'cos he's quick on his feet!

Believe you me, there ain't nothing like it available on MD at the moment. First scheduled for a Yuletide appearance, it looks likely to hit the shelves sometime in April '93.

Another World is close to the original PC version, retaining the cinema-style opening sequence. The plot's pretty spooky. A freak accident has thrown one of scientist Lester Chaykin's physics experiments into turmoil. He pulls a level and — BOOM! — lightning strikes and the poor bloke's transported to another dimension. Or, in this case, 'Another World'!

Lester attempts to return to the real world, but not without a struggle! There are 16 levels in all, each split into a number of different sections. There's a black panther to avoid in the preliminary stages and loads of neckless villains with big shooters throughout.

Complete Level 1 and you're stranded in a huge cage with a horribly deformed creature. Fret not, the big guy makes friends with you and helps out in tricky situations. Stick with him as much as you can — without his help, you'll never return to the real world.

As well as being a gun-toting impresario, Lester can use his weapon as a light shield. Pretty handy this, 'cos that mate of yours needs protecting from time to time.







Above: These maidens sit dipping their toes in the water. Suddenly, you fall from the skies and commence battle with the chinless wonders. Let's just say the bevvy of beauties soon scarper!



MME

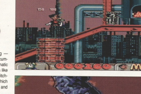




Above: Hey funky! Let's go to Toxitown, one of the levels in *Mick and Mack: Global Gladiators*. Blast the trash cans with your gooey weapon and collect the McDonald's symbols.



Right: Sliding around on the Arctic level and problems with beavers in the forest. Jump on the tree branches to reach higher levels. Some of those symbols are in awkward places.





Another barnstormer!

The visuals in *Another World* are stunning — jaw-dropping stuff. Depending on your circumstances, the game cuts to animated cinematic segments. For example, tread on what looks like a harmless wriggly worm and the screen switches to huge side-on view of a monster which takes a swipe at your leg, rips your trousers and injects you with its venomous sting!

The animation of the main guy's in the style of *Prince Of Persia*, but the puzzles and situations are far more complex. **Virgin** have made *Another World* harder than the PC game and it should appeal to platform/puzzle fans.

The young McDonalds

Virgin have joined forces with burger chain McDonalds to bring their latest platform barnstormer to the Mega Drive and Master System.

Mick and Mack: The Global Gladiators is an incredibly ozone-friendly game! Two streetwise American kids (they're Mick and Mack, by the way!) pay a visit to their local McDonalds. They dream of becoming Global Gladiators (their comic book heroes) and long to save the world from pollution. Ronald McDonald appears out of thin air and makes their wish come true! The two kids set about cleaning up the planet with their goo-guns.

There are four levels of action, each split into three different sections. You play either Mick or Mack and rid the oceans of toxic waste, race through urban garage dumps, ice worlds, slime worlds and forests. You gotta be quick to put litter in its place in Toxi Town and dodge the piranhas in the Mystical Forest!

Not only must the world be put to right but the guys have to collect McDonald 'M' symbols on each stage. If they grab 40 or more, they can exit the stage. Collect 80 and there's a bonus game to play.

Mick and Mac has some cracking graphics. There are over 1250 frames of character animation! The sound's amazing, too, with some of the best title tunes and in-game themes we've heard for ages.

We saw the Mega Drive game; the Master System version's still in the production stages but looking pretty smart.

Riding through the glen...

As **Virgin** put it so beautifully, 'You've bought the popcorn, seen the film, robbed the rich, taken up archery — now play the computer game.'

To be honest, I'd done none of those things! Until the other day, that is, when a pre-production version of *Robin Hood, Prince Of Thieves* landed on my desk, tied to an arrow!

We previewed the MS game in Issue 11 and



the strategy adventure's now nearly ready for release. There are a few bugs to iron out, but *Robin Hood* should be with us soon.

RPG fans should follow news of this release closely — *Prince Of Thieves* has a roleplaying slant, with onscreen character interaction, hidden levels, objects and an abundance of tasks to complete before you even reach Sherwood Forest!

It has an incredibly historic feel to it, starting many hundreds of years ago in the Holy City, where Robin gathers his Merry Men, (and woman! —Ed).

The first scene's a dark dungeon. A poor bloke sits in the stocks being whipped to death. Robin must kill the torturer, release the geezer, find a key and unlock the door. All this before the screen's even scrolled!

An interesting film tie-in. One to watch out for

next ish. Good news for handheld fans: a Game Gear version's planned.

Box clever!

Muhammad Ali's Boxing. Thought that'd make ya sit up and take note! **Virgin** enter the ring with this MD boxing sim. The man himself has seen the game and loves it.

Street Fighter II eat your heart out! There are tons and tons of different moves your boxers can execute. My fingers were red raw playing it!

You play against the computer or a mate and choose any one of ten contenders. Select up to 12 rounds and their duration; you can even alter how long the referee takes to counts you out when you're on the canvas!

There are two control options, 'arcade' or 'simulation', each with their own specific moves. The graphics look superb and boxers' animation is great. The crowd jump up and down and take photos and the ring rotates so you can see the action from different perspectives.

We were privileged to be given a sneaky peek at the game. It plays like a dream, but the controls take a bit of getting used to!

A release date hasn't yet been finalised, but we'll beat **Virgin** into submission and let you know. In the meantime, have a gawp at these screenshots.

Above: This is one of the action sections in Virgin's *Robin Hood Prince Of Thieves* (Master System). You get an overhead view of levels, but during battle, there's a side-on perspective. Robin uses his trusty sword to hack at the mad axeman! Ouch!

Below left: Ringside action in *Mohammad Ali's Boxing*. The graphics and animation are superb. Should give *Holyfield's Boxing* a run for its money. Ali fans, this is for you!

STRIDER II

The Master's up to his tricks again! Slave warriors and rusty automatons are bent on revenge in US Gold's latest slice-'em-up. But, of course, ADRIAN PITT takes it all in his stride!

It seems ages since *Strider* blasted onto the Mega Drive. Now **US Gold** have clinched a deal with **Capcom** to bring the sequel to a **Sega** machine near you — soon! The Mega Drive and Master System versions of *Strider II* (programmed by **Tiertex**) are scheduled for release sometime in February 1993.



Strider II not only boasts the same features that made the original such a classic, but incorporates a whole new set of tricks and traps to make it even more challenging and addictive.

Strider's training is now complete. He's ready to take on the Master and his evil empire.

The big guy intends to lead old Stridey down the paths of destruction. Princess Magenta is being held captive by the boss man (I thought a woman was involved somewhere!). He knows she's Strider's sweetheart and thus expects a rescue mission.

Crawling the walls!

That's what he gets! Strider arms himself with a plasma sword and deadly shuriken to slice through anyone (or anything) that gets in his way.

As Strider, your first port of call's The Forbidden Forest, where automated sentry robots are in full effect. They're programmed to destroy any alien organisms they encounter. Beware the Mechobirds' savage air attack. Defeat Milsoma, the missile-firing machine, Podulous, the armour-plated fire-bomb and Helios, the metallic flying fortress.

Then it's into the Castle Metropolis to duel with trigger-happy mutant soldiers and strange, genetically-advanced plants. Helios II pops up for a blast, faster and more deadly than its predecessor.

Level 3's the Alien Labyrinth. Plenty of hatchlings, Crawlers and Spinners to defeat.

Go al fresco on the rooftops for Stage 4. Agility, speed and skill are critical. Ropes, aerial runways and platforms make a dramatic backdrop as you struggle toward the Master's Lair. The entrance is guarded by Waspini, a giant cyborg wasp who doesn't take kindly to intruders.

Master the art...

Finally, the Master's Lair. No one has ever survived to tell what lies within. The terrain's unknown and unpredictable. It's up to you, Strider, me old mate — defeat is unthinkable!

Here you can see shots of the Mega Drive version. *Strider II* looks pretty stunning. The main guy's beautifully animated, with plenty of moves and pick-ups to utilise.

The game's pretty damn tough, too! Harder than it's predecessor. It took us bods ages to get onto the second level. But who wants a game you finish in the blink of an eye?

Strider II has still to be tweaked a little. The animation of the hero's set to be a touch slicker. From what **US Gold** have showed us already, though, *Strider II* looks set to repeat the success of the original. One to watch out for in **SEGA FORCE** soon.


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SPECIAL RESERVE

SEGA FORCE SMASH **Reviewed**

All Disney characters © The Walt Disney Company.

Top: Through the cookie jar! Watch out for the holly leaves on this level. Don't tread on them. Bottom: Jump on the tubes of paint and watch as the gooey stuff squirts everywhere!

MEGA DRIVE

Alakazam! Pulling pigeons out of handkerchiefs and sawing Daisy Duck in half got Mickey and Donald into a whole heap of trouble. The inhabitants of the World Of Illusion have plenty of tricks up their sleeves to ensure the Disney duo won't imitate Paul Daniels ever again!

MICKEY
World Of Illusion

Things are looking pretty grim for Mickey Mouse and Donald Duck. Their time as amateur magicians has come to a dramatic halt.

While tinkering with their wands one day, they conjured up a magic box. Being a curious couple, they jumped inside. Birrova silly thing to do, really, 'cos a cloaked figure appeared to inform the guys they're trapped in the World Of Illusion, where nothing's what it seems.

The only way out is to race through weird and wonderful levels, find the hooded villain and get him to reveal the route back to the real world.

You can play *Mickey and Donald* on your own as either of the characters or, even better, call upon a friend and the two characters help each other.

The stages are many and varied, with loads of hidden rooms and bonuses. The game starts in the forest. Huge caterpillars watch your every move as you battle against the far from cute 'n' cuddly woodland creatures.

Mick and Don have their own special handkerchiefs which they wave at bad guys to oust 'em. Playing cards and magic sacks are dotted willy-nilly. Grab 'em and your energy points rise.

On later levels, the chums enlist the help of a flying carpet, zoom through space on a giant bottle cork and go deep underground, racing through mines on a seesaw rail cart.

There are plenty of puzzles to fathom out in one-player mode, but if the two characters take part, gameplay's drastically altered as you attempt to work out how to get the pair onto higher levels and through narrow spaces.

A little bit of teamwork and smidgen of mouse magic and the World Of Illusion *could* disappear in a puff of green smoke. Some hope!



Left: Oh, they fly through the air with the greatest of ease! Alakazam! Your new trick allows flight on the magic carpet. The character who chanted the spell takes control. Fly through the fluffy clouds, but watch the whirlwinds. If they hit you, your energy bar starts to diminish. Move the carpet in the right direction and you collect extra cards and goody bags. This level's not too difficult.



Right: Which way now?! Watch out for the witch on this level. She throws huge fireballs which burn holes in the ground. Stay back a bit until the holes appear, then jump over them. Climbing stairs is pretty hazardous here, too.



Mat quacks... 'FANTASTIC!'

This game is fantastic! If you've played *Castle Of Illusion* and *Quackshot*, you'll love this! Everyone's been waiting for *Sonic 2* to arrive and then 'puff!' (you what?! —Prod Ed), *World Of Illusion* appears and it's brilliant! Take a glance at the screenshots on this page — it looks just like a classic Disney film. The graphics are some of the best I've ever seen on the MD and put others to shame!

One of the best features is the two-player mode. Mickey and Donald must help each other get past certain obstacles. Donald scowls and frowns but if he wants to escape from the magical world he'll have to give Mickey a hand!

Not only do Mickey and Donald run around the enchanted levels, they also use some really weird transport! Mine carts, flying carpets, swan boats and even bubbles are used to get the cartoon pair past danger.

So there you have it. Stunning graphics, sampled sounds, t'riffic gameplay and great two-player action mean this is one game you *have* to get!

MAT 96%

Above: Character animation's shown to the fullest here! Mickey balances precariously on Donald's head to get to those hard to reach places. Useful if goody bags are on higher levels.

Left: The Christmas tree, decked out in fine style! Jump on the baubles to reach the bags then leap across and land on the platform you find to the right.

AND DONALD

TRAVEL IN STYLE!

MAGIC CARPET: Fairly easy to control. Keep hold of the D-button at all times, you don't wanna fall off the edge of the screen!

MAGIC HANKY: Not used for blowing that mousey nose of yours, this little beauty kills all bad guys nearby in a swipe!

THE MINE CAR: If in two-player mode, keep up a steady rhythm. As one character goes up, press down. Be careful on slopes!

THE SHELL CAR: A smart way to travel! Doesn't go very far, or move very fast, though! Cling on for dear life, it's easy to drop off this!

THE SWAN BOAT: Ahhhh! This charming little vehicle appears in the sweety section. It takes you from one platform to another.

AIR BUBBLES: How else could you travel underwater? Easy to control, the moment you reach the surface, they burst.

Left: Oh heck! Looks like the Disney dudes are in big trouble. We thought spiders only ate flies! Be careful, the spiders descend, but a few swipes with your hanky should see them right! Don't stay on those webs too long, some of them have a habit of disintegrating in the middle. It's a long way down and if Mickey falls, Donald carries on alone. Not a nice thought. Those cards on the left show the amount of energy the guys have left.



Above: Peep behind the curtain! Things don't get any easier here! Strange creatures leap from nowhere.

Ade squeaks... *'I CAN'T FAULT THIS!'*

I have to let you into a little secret. Just between you and me (and about a million others! —Ed), I actually prefer *Mickey and Donald* to *Sonic 2* (gasp! —Everyone in the World). There's just *so* much more to it. I can't fault this in any way.

M and D's made special by the game map, which changes depending on whether you play Mickey, Donald, or Mickey and Donald together. So even if you finish the game, there are new areas to explore and hidden bonus rooms to find as a different character.

Mickey and Donald comes to the fore in two-player mode. There's a real sense of camaraderie as the pair help each other solve dilemmas. For example, if Mickey can't climb a wall, Donald lets down a rope and pulls him up! If Don's struggling to crawl through a tiny gap (his tail sometimes gets stuck!), Mickey grabs his mate and pulls him to safety.

The graphics are stunning! All sprites are beautifully detailed and animation's flickin' amazing! The backdrops are better than those in *Sonic 2*!

Sega have combined *so* many different elements in *Mickey and Donald*. There are loads of original touches and plenty of mind-bending puzzles to keep you on your toes.

When all the Sonic hype's died down, the Disney duo will be hot on his heels. One to get this December.

ADE 97%

Right: The wheel spins round, throw the boxes, but beware of the crocodiles. Oust them all and you get a new magic trick. Get going!







Above: Cripes! The bowl and the fish it contains are bigger than the dynamic duo. This level's choc-full of pens, pencils, rulers, ink pots and the like. When you find a can of spray piant, jump on the nozzle and a stream of paint bridges the gap between platforms. You can walk on the paint. Beware of drawing pins, it 'ain't advisable to tread on them!



Above: Looks like something Alice would find in Wonderland! A new magic trick allows you to control playing cards. They act as temporary platforms and shuffle themselves whenever you're near.

FORCE CONTROL

- **+** Control's really responsive. Use the D-button to move the air bubbles, flying carpet and control the mine car. Press down to duck/crawl.
- **A** Allows either of the duo to lower a rope. Enables Mickey to pull Donald through tight spaces. Used for special magic.
- **B** Either of the characters attack with their magic hankies. Press this and left to run left. Attack to the left while ducking.
- **C** Use to jump, ascend in water, accelerate the flying carpet. Press to push forward, crawl left and right while pressing down.

PACK IT IN!

GOODY BAGS: Grab these little packages to find extra cards for your magic tricks. Useful for bumping up your score.

MAGIC CHESTS: After defeating end of level guardians, these chests appear. Open them to find your next magic spell.

Above: Travelling underwater. Keep your cool when faced with tiger fish, you don't want to burst those bubbles! Use the D-button to control your air bubbles. Watch out for spikes and see if you can spot the oysters, They breathe in pockets of air that block your path.

SF Rating

90% PRESENTATION
- Two-player option, infinite continues, stunning presentation screens and intro

97% VISUALS
- Superb sprites, amazing animation. Backdrops are some of the best we've seen

92% SONICS
- Great intro music. Different level tunes and cartoony ditties change when bosses appear

96% PLAYABILITY
- True to Sega/Disney tradition, easy to get into. Two-player game's brilliant! No control probs

92% LASTABILITY
- Not overly difficult but great fun. Game changes when different characters play

95% FORCE
- A stunning follow up to *Castle Of Illusion*. You won't be disappointed!

- PRODUCER: SEGA
- GG: DEC ● MS: DEC
- MEMORY: 1024K
- PLAYERS: 1-2 ● PRICE: £39.99


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If you've struck gold with our Instant Win numbers, simply send your card to XPress Instant Win, Sandylands House, Morecambe, Lancs LA3 1DG. Make sure you mark your envelope 'INSTANT WIN!' We'll get your prize AND your card straight back to ya, so you can try again next month! Get lucky!!

GRAB YER CARDS AND CLIMB ABOARD THE...

DEADHEAD XPRESS

If you're smart, you know the score on this one! Just whip out your card and match your personal **XPress** number against the ones on the **SEGA FORCE** XPress Hotline. If one of them's the same, you've won a stonkin' prize. Struck it lucky? Then send yer card to **SEGA FORCE XPRESS, Megafone, Sandylands House, Morecambe, Lancs LA3 1DG** now! Good luck!

THE GREAT GAME GIVEAWAY!

Got a pitiful cart collection? Match the winning number with yours and five games of your choice on MD, MS or GG could be yours! Smart, eh? Get matching!

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Wanna get your hands on this awesome, remote-controlled Cessna? 'Course ya do! If your number matches the winning on our Hotline, it's all yours! Wing it!

READY TO ROLL?!

We've got three totally brilliant pairs of genuine Rollerblades up for grabs! Are we generous or wot? Call the hotline now and see if you've won!

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If you still haven't got hold of your personal SEGA FORCE XPress Card yet (are you completely mad?!), get a move on before you miss any more great prizes! Just send an SAE to Dept NOPN, Megafone, Sandylands House, Morecambe, Lancs LA3 1DG and your card'll wing its way to ya!

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Calls cost 36p (cheap rate) and 48p (at all other times) per minute, inclusive of VAT. Maximum call charge is £1.98 (cheap rate). If you're living at home with your parents, or if somebody else is paying the phone bill, please ask permission before you call. A winners' list or full list of rules is available by sending an SAE to XPress Winners' List/Rules, Sandylands House, Morecambe, Lancs LA3 1DG. No purchase necessary, just get hold of your card and get playing!

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USA HERE 'N' NOW

Give the BLACK MARSHAL ordinary office equipment, like a letter opener, ruler and paper spike, and he wedges 'em under his shirt cuff and pretends to be Wolverine! All that growling and leaping around — it's not dignified for a man in his position!

Holidays mean great games — and not just of the console variety. Among the hottest properties are the **X-Men** comics and **Pressman Toys** have two cool games based on **Marvel**'s heroic mutants.

The Uncanny X-Men Alert Adventure's a board game with cards, dice and all that good stuff. You build up a mutant team from Cyclops, Archangel, Wolverine and the rest then face off against baddies such as Juggernaut and Doctor Doom in the Battle Zone. But what makes it really neat is that instead of dufus tokens to move around, there's 18 X-Men figures and stat cards included. These are specially made for the game, which makes 'em collectables in my book.

Easier to set up is the ***Marvel X-Men Deck The Mutants Card Game*** (what a mouthful!). Again, it uses a board, cards, dice and tokens to move around. Good looking graphics combine with a fast-paced card game you'll enjoy.

But the coolest has got to be the X-Men hologram, taken from the cover of the comic launched last year. Holos are old hat these days — appearing on cards and comic books, even mags and cereal boxes — but this big 3x5" hologram's special; it was given out directly by **Marvel** to those dealers who sold tons of the comic. That means extremely limited supply, dude. There's two versions, ones. silver, one gold, and both hard to get.

He's back!

So what else would I like as stocking fillers this year? There's **Kenner**'s 12" tall **Terminator** figure, grimly clad in leather jacket and shades. This Arnie figure not only has a big gun but an internal voice chip produces two loud gun effects and two classic sayings: 'I'll be back!' and 'Hasta la vista, Baby!'

Remco have renovated their old 'Rock 'Em, Sock 'Em' boxing robots game and turned it into the *Terminator 2* fight. The aim's the same: battle one-on-one until your fists knock the other guy's head off. But now you've got Arnie on one side and the T2 on the other, in his police outfit with large metallic bullet holes.

But my favourite's still the ***Bio-flesh Regenerator Playset***. It's a cyborg maker, man! You get this cool playset with a floor and all kinds of high-tech, mad scientist-type equipment.

Choose one of the Terminator molds and pump liquid 'skin' into it. Watch the pink stuff ooze into the mold till it fills up. Wait a minute, open the shell and let the character figure harden. Paint and play, smash and destroy!

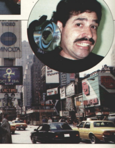
Sega's next generation

If you're a fan of ***Star Trek: The Next Generation***, I've got good news and bad news. The good is that a Mega Drive game might show



The Marvel Comic's already going great guns in the States and it ain't doing badly over here, either! So what better time to coin in on the success with a few add-ons to liven up Christmas Day, after you've stuffed yerself silly with Turkey, than a few grisly games?!





We all know that everything over in the States is bigger than anywhere else, but do they have to go quite so far? A TV screen 750 feet square sure helps to get across any message you might want to convey, but is cost of no importance? Never mind, the New York crowds seemed to appreciate theCD-ROM plug broadcast for the pleasure of thousands by Sega USA recently. Think they'll have one in Picadilly Circus?



Ever wondered how they made all those *smashing* sound effects for the TV? With this little beauty, not only will you find out the answers, but you'll be able to make 'em yourself! Add to the list already available and break the ice at parties!

I got meself a walkin', talkin' Arnie doll! Honestly, what will they think of next! What with glowing red eyes, a menu of classic Arnie quotes and the obligatory big gun, this one's bound to grace a few Christmas stockings this year!

up sometime in '93. The bad is it's gonna appear on SNES first — and that's being held up by the bureaucracy and red tape of meeting all **Paramount Pictures**' ©copyright conditions.

The SNES version's being released by **Spectrum Holobyte**, who are becoming **Sega** licensees. They're considering putting out a CD-ROM game and *Trek* could have the inside track. Be patient and stay tuned.

Meanwhile, the word is that **Paramount** are licensing out *The Next Generation* for use in upcoming 'Virtual Reality-type' amusement arcades. This could mean coin-ops as well as for 'theme' use in places like Disney World, MGM Theme Park etc.

Sega made a big splash on the publicity circuit by displaying the CD-ROM player for all the (New York) world to see. Times Square/42nd Street features the gigantic **Sony Jumbotron** television — 750 square feet of screen! (Ironic they used a Sony tube, since the electronics company just signed a deal to produce a combo SNES/CD-ROM player for **Nintendo**!)

While the happy crowds collected, and some pointedly ignored **Sega** altogether, they presented the player in the style of a silent movie. The facts presented: breakthrough video technology for digitised imagery called True Video, vivid CD-quality music and sound effects, plus enhanced graphics, for $299.

Bundled with the player will be *Sherlock Holmes, Consulting Detective*, *Revenge Of Shinobi*, *Golden Axe*, *Columns* and *Streets Of Rage*, among others, plus an audio sampler hooked into the CD+G format, which displays still images to accompany 'real' music.

Sega have launching an $11 million ad campaign and expect to sell 200,000 units by year's end. The CD-ROM era's finally arrived...

Being as it's the Christmas holidays, lots of you will dust off that old camcorder to video the family. Maybe you'll want to do something fun and creative with the snippets of family saga you get on tape. In which case, check out the following neat vid tools.

Videonics put out three cool items you can use when it's time for editing the tape. One's the ***Boing Box***, a sound effects mixer containing hundreds of digital sounds (love that burp!). It has inputs and outputs for mixing a mike along with stereo sound sources, plus a video pass-through as well.

Their ***Titler*** enables genloking (graphics overlaying video) of letters in 16 million colours. The text can be scrolled horizontally and vertically, at different speeds.

The newest in the line is ***Thumbs Up***, touted as the most user-friendly video editor ever. This little beauty has two main controls, a large button with a 'thumbs up' and another with a 'thumbs down'. All you do is press 'thumbs up' when you see good video and 'thumbs down' when you see stuff you want left out of your copy. You can access up to 50 scenes this way.

The unit works with virtually any camcorder-VCR combination, and selects the proper operating mode based on the equipment in use. Neat!

I'm off to film 'A Day In The Life Of Marshal'. See you next year!



'Make it so, Number One!' Sorry, but the Next Generation of bole goers just doesn't cut the ice like the original cast. I mean, some of them can actually act. That won't stop the game becoming a best seller, even if only *Star Trek* afficionados buy it! There're enough here to make it huge!

Win a mini-Batman!

With the **Batman** CD on its way, the B-man's hot again. Here in the States (and early weekend TV in the UK) they've begun a new Batman cartoon series. The graphic style's very angular and stark; more like the films than what you'd expect from a 'kids' show. Nobody gets hurt, the action's a bit simplistic and animation's limited, but you can't have it all.

What you *can* have is a full line of products, 'cause the show's already licensed a slew of products from toy companies like **Kenner** and trading cards from **Topps**.

Kenner have this cool *Deluxe Batman* collectable figure. The Dark Knight stands a good 15" tall, featuring articulated waist and arms and that sleek black armour. And because he's the same colour as my heart, I'm giving one away!

Win! Win!

Just send a postcard stating in 20 words or less why you deserve to get the Batman figure — and why everybody else don't! The address is **BLACK MARSHAL AND THE DARK KNIGHT, SEGA FORCE, Europress Impact, Ludlow, Shropshire SY8 1JW** and the closing date's January 17.

The decision of the Ed and myself are final. And if the Ed says it 'disappeared', you've got my permission to go down to Game Freak Alley and torture him till he 'fesses up and says where he's hidden it!

One for the diary

Should you be thinking of going to the States, consider next August. The biggest game convention in the is being held in Milwaukee, Wisconsin on 19–22 August: **The 1993 Gen Con Game Fair**.

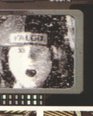
An attendance in excess of 18,000 is expected. Join gaming fans and play in hundreds of adventure games, board games, military games, computer games,and the world's largest roleplaying tournament: the *Advanced Dungeons & Dragons* Open. More than a thousand games, tournaments, demonstrations and seminars will take place. **Gen Con**will also be celebrating the 20th anniversary of *Dungeons & Dragons*.

For more info, write to **1993 GEN CON GAME FAIR, PO Box 756, Lake Geneva, WI 53147, USA**. Since you'll need a self-addressed stamped envelope (meaning you've gotta get 50 cents worth of US stamps), perhaps you'd be better off looking for the info in a copy of *Dungeon* or *Dragon* magazine. You can also fax them on (O10) 414-248-0389 (attn Sandy Kinney).



See that sewer pilot? That's you, that is. Macho square(ish) jaw, hard, steely-blue eyes, tightly cropped hair and tastefully oil-stained overalls. Lovely. No wonder you're a hit with the ladies. Here, you've decided to spend some of the money you've earnt on updating your sewer ship. True, you've less money toward your ticket into Solar City, but this rapid-fire gun will make short work of the Radigator population. Well worth the financial sacrifice.

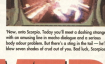




'Nooooooo!' Looks like it's too late for your right-hand woman and fellow post-nuclear courier, Falco. She dared to explore the dreaded Sector 19, infamous among sewer-goers for its wealth of danger, both familiar and unknown. Worse still is the sector's Underground Highway section. Many have entered, none have returned. And Falco dared to enter it. 'There's something out there,' she murmurs, before her com-link detoriates into static...



No, it's not a spinning Sonic, nor the catherine wheel Jean-Claude Van Damme in the *Universal Soldier* game. This is one of several types of airlock, automatically opening and closing. Those edges look very sharp...



'Now, onto Scorpio. Today you'll meet a dashing stranger with an amusing line in macho dialogue and a serious body odour problem. But there's a sting in the tail — he'll blow seven shades of crud out of you. Bad luck, Scorpios!'



Oh no! What a git! You're risking life and limb every minute you spend in the sewers, undergoing strain and hardship every day. Meanwhile, you're lazy boss is boogying on down with a blonde bimbo at a radiation-free seaside resort! There's no justice in this world!

SEWER

Given a mini-preview as part of last issue's CD games special, Sony Imagesoft's masterpiece of sound and vision now receives the full MARSHAL treatment. As you'll discover, it's tough under the streets...

It reads like a 'Who's Who'. A Hasbro production. Produced by Sony Imagesoft. Directed by John Dykstra (who's done lots of sci-fi/special effects films). *Sewer Shark*'s also the first of its kind for the Mega-CD: a 'U-Direct It' interactive movie adventure.

Getting the specs out of the way first. You know CD can store more data than a dump truck, which means live video can be put onscreen without slowing down the CPU. In *Sewer Shark*'s case, this translates to a combination of effects so good it looks like a *Star Wars* movie (coincidentally, Dykstra produced the movie's space battle sequences).

There are full sets, miles of underground sewer tubes, actors and special effects. These include gross creatures, as well as a flying globe called Catfish; fully animated and a bit scared of it all. Guess he's afraid of dying just like anybody (thing) else.

To the sunny side

No need for onscreen instructions — or a manual, really. Just sit back and watch the opening sequence to find out all you need to know about the sewers, Solar City, Falco, the Ghost, and what you'll be going up against. Once you stick on that helmet and 'shoot the tubes', there won't be time to think, it'll all be reflexes and adrenalin.

There are good people down in the sewers, willing to help you. Besides mechanics and maintenance, your best hope for staying alive comes from listening to Ghost's advice. Falco's one tough lady, but at least she doesn't treat you like dirt.

So start as a rookie, delivering materials and supplies to Solar City, an oasis for the elite in the post-nuclear world. The rest of the gunks, meaning you, are stuck in the depths. But as a pilot of the sewers, you've the chance to make the megabucks needed to earn a ticket to Solar. If you survive, that is.

You're Dog-Meat!

There's all kinds of junk in the tubes that can slice 'n' dice ya! Could just be scraping against the walls and blowing up — that's an easy out. Tougher is taking on the scum that's been mutating and growing in the sewers — Radigators, Zerks, scorpions, bats and moles.

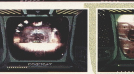
Now some of these you've heard of. Radigators are just slimy, wall-crawling versions of those cute little guys flushed down toilets. The bats aren't any bigger than in the pre-atomic war days but tend to block your view — then you crash in a flaming ball of death! The scorps use their stingers to mash your ship, while Zerks and moles are too bizarre to even contemplate. Just take it for granted that they blow up like bombs when they choose to.



Picking bits of doughnut from your teeth (and cursing Alan Titchmarsh under your breath), the sewer's rancid gasses await your return. Slowly descending into the foul depths, your pulse begins to speed up, your heart pounding in your chest. Sweat appears at your brow as the tension builds. You're only too aware of the horrors you'll face, but it's the only way you'll escape this stinking place and become a citizen of the glorious Solar City.



What a lovely sight. This is typical of the things you see all the time, day in, day out. Dull grey walls, murky water a mixture of Lord knows what, rotting corpses. You should be grateful of the strip lighting illuminating your path — many parts of the sewer are in almost complete darkness. The lights here mean you can easily spot the Radigator in your path and blow it away, using the crosshairs to aim.



You've had a well-earned breather: put your feet up, had a cup of coffee and a jam doughnut, fed the cat and shouted abuse at daytime TV (it's terrible in the future, too!). But now it's time to go back down into the sewers...



Remember that flattering picture of yourself, lovingly stroking your newly-fitted rapid-fire unit? Well now you taste the fruits of your labour as you press fire and let rip! Eat this, sewer scum! Ha ha!



Ah, the joys of entering a new level! The selected character (Ratbreath) faces a bunch of explosive Radigators for the first time. It ain't pretty...

SHARK



Suit up and climb aboard. You're scum to start; Dog-Meat's your code name. Ghost climbs in behind you to monitor the situation while you do the work. The view from the cockpit's a bit constraining, but there ain't much to see in the sewers anyway. 'Sides, everything that means anything will come right at ya.

Back seat drivers!

Depend on Catfish — he's that flying droid-globe mentioned earlier. Catfish flies ahead and calls out targets blocking your path. He'll let you know when an energy recharge field is nearby, so you can pass through it and revitalise the sewer ship and weapons.

Listen to what Ghost has to say, he's got the experience to save you from a splattering. Both Ghost and Catfish speak to you a lot, regardless of whether you see them.

Onboard instrumentation's pretty simple; just monitor your energy level and watch the direction arrows — they indicate branches in the tunnel network. It's your decision which way to go as you speed along.



Above: Phew! The Exterminator nearly had done unto him what he does unto others! That dazzling burst of blue energy ain't static electricity! If caught foul of it, you'd have more than your hair sticking up and a balloon stuck to the front of your jumper!

Left: Oh no! The boss is having a great time, jet-skiing along the coast with his 'assistant' clinging on behind. Looks like he's on for a definite, er, snog!



Above: Having passed through a recharge field, it's safe to battle on — until you energy's drained again. Below: Another explosive victory for Ratbreath!



Keep your lunch steady as the scenery blurs and passes by at increasing speeds. Your ship's always moving — no reverse or stop here — and taking those turns can sure make you dizzy, not to mention when you dip up or down.

He's got guts!

Along the way, metal barricades open to allow access into new sections of the sewers. These doorways look pretty, all kinds of shapes opening and closing — but ignore them and concentrate on making the run.

Which also means firing on any scum that gets in the way. Between Catfish's early warning calls and Ghost keeping you on your toes, you'd think you'd be ready for this stuff. Not!

The Radigators cling to the ceilings or scurry along beneath the ship. Bats foul up viewing — and these are the easy guys! Don't let even the small stuff survive. Remember, anything that hits the ship causes damage.

Your weapon's a pretty puny shooter, but then again, so are you right now. It won't be until you've a few missions under your belt that you get a real shooter.

And all the time there's Solar City beckoning. Plus the fat Boss, who butts into the com-link to toss in his two bits (always when he's eating something, it seems). The Boss needs to be blown away, just like the other scum.

Sewer Shark has four levels of play, each with eight stages. Even the puny level gets damn hard before it's through.

And there's a mystery out there as well. A colleague, Falco, has found the old Underground Highway while searching Sector 19 — the worst section of the sewers there is. No one's ever returned from 19. She's called you for help: 'There's something out there,' she says... and her voice fades, even as the com-link image goes to snow.

You'll notice voices are in sync with characters' lips and there's plenty of computer animation going on *behind* the video footage. While full-motion, full-screen video's still some time away, *Sewer Shark*'s 15 frames per second rate is pretty amazing. Besides the people, all the miles of sewer is digitised — it looks so real the fast turns give you a headache!

Meanwhile, the eight-channel CD sound and voices combine with music and sound effects to complete the job. So many *swooshing* sounds you'll get another headache on top of the one your eyeballs are giving you!

This is the start of the action video gaming's often promised. Real images matched with computer graphics, tied in with sound effects, music and voices. Reality check — where's the difference?

So suit up, Dog-Meat, and SHOOT THE TUBES!

MARSHAL

Left: You're at it again, this time adding turbo chargers!



Below left: Aaargh! Now he's feeding his face! I hate 'im! Below right: More of those tricky airlocks, this time a tasteful diamond shape.







Above: This weird globe is Catfish, you're robotic helper. He scouts ahead of your sewer ship and reports of dangers ahead; a very useful device to have on your side.

Left: Ah, the thrill of it all! Speeding along a sewer tube's curve is fun — and with superb graphics played at 15 frames per second, it's damn impressive to look at, too!



This looks remarkably pretty and serene compared with the rest of the game, doesn't it? That's because another level's behind you, money's earnt and energy's replenished. And yes, that is a bird.

- PRODUCER: SONY IMAGESOFT
- GG: N/A ● MS: N/A
- MEMORY: CD-ROM
- PLAYERS: 1



Cart Charts

This is it! The Big One! What's gonna be on the top spot over Christmas? Dig in and find out in the best charts around!

YOUR TURN!

Right! You've seen what Santa's brought the game companies for Christmas, now see if he can't bring you an extra goody! Every month we ask you game-freaks to send in yer own charts. We sift through the lot, compile them then choose the one closest to the final average mix to win a stonking **Virgin Retail** game voucher. Brill or wot?!

Just send your charts, on whatever format, to **MY RED HOT TOP TEN, SEGA FORCE, Europress Impact, Ludlow, Shropshire SY8 1JW** and we'll get sorting!

MEGA DRIVE



Footie fans rejoice! Yep! *Euro Club Soccer*'s held on to that all-important top slot. All those game-freaks at Virgin are sure gonna have a good Christmas now!

1	→	EURO CLUB SOCCER
2	NE	NHLPA HOCKEY
3	▼	ALIEN 3
4	▼	TAZ-MANIA
5	NE	SPEEDBALL 2
6	▲	SUPER MONACO GP
7	▲	EVANDER HOLYFIELD
8	NE	GREEN DOG
9	→	DESERT STRIKE
10	NE	AK ENCH. CASTLE

No movement at the top, but plenty of action in the new entry stakes! *Speedball 2* gives another boost for Virgin, while the dude-ish *Green Dog* looks set to blast higher. Keep watching to see which comes up trumps for 1993!

MASTER SYSTEM



Would ya believe it?! Ol' Spiky's second outing's gonna hit the streets any minute now and the original's stormed straight back to the top! Can't fault Sonic in the staying power stakes!

1	▲	SONIC THE HEDGEHOG
2	NE	ALIENS 3
3	NE	ENDURO RACER
4	▼	PRINCE OF PERSIA
5	▲	WORLD GRAND PRIX
6	▼	THE TERMINATOR
7	▼	ASTERIX
8	NE	SUPER TENNIS
9	NE	ACTION FIGHTERS
10	NE	AZTEC ADVENTURE

Five stonking new entries to the MS charts means you lot have been busy shoppers this month! *Prince Of Persia*'s not doing as well as we thought, but if *Asterix* and *Sonic* are anything to go by, it could stay in the charts for months!

GAME GEAR



It had to happen! That good old fashioned guy with the beer belly just had to sneak in there and steal the Festive fun. *Chuck Rock*'s a cracking game on the handheld and deserves the meteoric rise!

1	NE	CHUCK ROCK
2	▼	SPIDER-MAN
3	→	OLYMPIC GOLD
4	▲	SONIC THE HEDGEHOG
5	→	SUPER KICK OFF
6	▲	WONDERBOY DT
7	▼	WIMBLEDON TENNIS
8	NE	GEORGE FOREMAN
9	NE	DONALD DUCK
10	▼	SUPER MONACO GP

Ups and downs, downs and outs. Things are shuffling slowly around on the GG front. Still, *George Foreman*'s looking good in the upward mobility stakes. What's gonna be at the top next month? Could it be blue and spiky?

THE GAME FREAKS' CHART!

1	→	SONIC THE HEDGEHOG
2	▲	OLYMPIC GOLD
3	▼	ASTERIX
4	NE	THE TERMINATOR
5	▲	MICKEY MOUSE
6	▼	TEDDY BOY
7	▲	SUPER KICK OFF
8	▼	SUPER TENNIS
9	NE	NEW ZEALAND STORY
10	→	WORLD GRAND PRIX

Who's up for the next, totally free Virgin Games cart voucher? Hats off to Bryan Johnston of Edinburgh. Like a lot of you, he predicted *Sonic* would sail back to pole position in the MS charts. Good stuff, Bryan, look out for your voucher and whip it out at your nearest Virgin Games Centre or Megastore to claim yer free cart! Scan through the past few issues to choose the latest blockbuster!

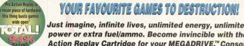
Keep yer charts flooding in, deadheads, and see if you can't grab a RED HOT TOP TEN cart, too!



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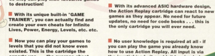
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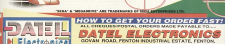
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American Footy League fever's upon us! RIK HENDERSON enlists the LONDON MONARCHS' very own MIKE TAYLOR to run through three prospective MD Superbowl winners.

A RIGHT THRAS

Feature!

Mike 'Helicopter Head' Taylor's been one of the mainstays of the London Monarch's defence this season, playing in the Free Safety position.
Before that, he propped up the New York Saints in the World League, so this guy knows his stuff, OK? Now see what he thinks about the sims!

Imagine a full Wembley stadium. A Wembley stadium throbbing with an excited crowd of children young and old, with chilli dogs, peanuts and huge styrofoam hands.

Seems idyllic, doesn't it? But spookily enough, that's what you get when the **London Monarchs** are in town.

Unfortunately, this season's been cancelled for our home-grown American Football team (boo!). The rug's been pulled out of the former World League Champions' feet. The nob of butter has run off their crumpets and dribbled onto their Armani blazers. Er, in other words, the World League has been postponed for a year.

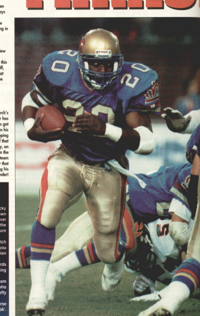
Taylor made!

We've been reliably informed a new, improved, whiter-than-white League is back next season, but what keeps player busy in the meantime? What keeps them going?

Their Mega Drives, of course!

In America, things are going fine, and the pro teams are building up to the play-offs. For this reason, my photographer, **Jeff Davy**, and myself payed a call on **Mike 'helicopter head' Taylor**, one of the three British players in the current **Monarchs** side. We asked him to 'call the plays' on three Mega Drive American Footy games vying for the Superbowl title.

We've also had a look at some of the others on the shelves. If you're a true American Footy freak, you might've made your choices already. If not, have a good scout round this little line-up and see what appeals to you.



Right:The Monarch's Jeff Alexander has the ball and he's got the end-zone in his sights! Fancy stepping out in front of that giant? Apparently, on this occasion the Birmingham Fire team did. No wonder that guy's holding his arms up in surrender!

A Simple Guide To American Football

To sum up American Football in a hundred words is a mite tricky (I've already used 19 of them!). The basic idea's to progress down the field to the opponent's side and stumble, walk or flop over their endzone (a strip of pitch usually a different colour to the rest). This would be very easy indeed, but you have to make sure you've got the ball as well!

You do this is by throwing or running the ball down the pitch while the opponents' defence tries to stop you. If they block you and halt your movement, you have to start again from the position your player was squished.

Each team has four tries (or 'downs') to get past just ten yards of field. If they do, it starts all over again, otherwise the opposing team gets a try.

There are at least 22 players in an American Football team (usually 30, including support players): 11 offensive players (who run the ball down the field) and 11 defensive players (the hefty geezers that try to stop the opposing offence).

They all have set tactics to learn, which determine the course of their actions during play, and this is from the teams 'play book'. Overall, it's a bit like rugby league crossed with chess.

ROYAL ...HING!

JOHN MADDEN'S FOOTBALL '92

Electronic Arts

Viewed in pseudo-3D, with an incredibly smooth parallax effect on the field, *John Madden's* features all the teams of the NFL plus an All-Madden team of superstars.

There's a Friendly option for one or two people, or alternatively you can participate in the Championship — a knock-out tournament with a passcode system which allows you to access the same play-offs at a later date.

John Madden's has weather options and various type of stadiums to choose from, all of which affect play.

MIKE'S VERDICT

'Basically, it *is* American Football for a console. You can never get tired of playing *John Madden's*, especially when you're up against a friend as good as yourself. I could play it all day and all night.

'The only fault is that I wish some of the players other than the QB could get knocked out of the game.'

Playability 100%

'Instant playability. You can pick it up, not knowing much about Football, and enjoy it. The players do what you want them to do.'

Realism 99%

'They're the most realistic American Football graphics I've seen. It's very realistic.

'It's got everything — you can break tackles and leap over people, the tacklers are able to dive and strip the ball. There's plenty of fumbles, plenty of interceptions. You've got pass interferences. You can knock the quarterback out of the game if you hit him right.'

If *John Madden's Football '92* was an American Football team, which would it be?

'The Superbowl champs, AND the two all-star teams at the end of the year!

JOE MONTANA II SPORTS TALK FOOTBALL

Sega

The only game viewed from the side, *Joe Montana II Sports Talk Football* stands out from the other two. It has all the usual weather- and team-related options and a championship tournament, but what makes it even more unique is the commentary that follows play.

Every action you perform is greeted with a gravelly American remark.

MIKE'S VERDICT

'Pretty good, but there's something about it that's not quite right. The commentary was good, and funny. It was the best feature of the game, really. 'It's very hard to get to grips with the gameplay, but I imagine that if you spent a lot of time with it, it would be good. I wouldn't buy *Sports Talk* if I had the choice, though.'

Playability 80%

'It's a playable game, but I imagine if you played against the computer for quite some time, it would really give you a beating.'

Realism 75%

'I'm not too sure on the angle — the side-on view.

'Certain aspects were really good — some of the hits, and there were good sacks. But the playbook was different; there weren't enough deep-pass routs. There weren't enough plays.'

If *Joe Montana II Sports Talk Football* was an American Football team, which would it be?

'San Francisco. Pretty good, but not quite good enough.'

MIKE DITKA POWER FOOTBALL

Ballistic

The most beneficial factor of *Mike Ditka's Power Football* is its skill levels, which don't only affect how the computer opponents play but alters the specifics of the control modes.

It also has all the NFL teams and a pretty varied playbook. It's viewed from much the same angle as *John Madden's*, although scrolling's a lot more jerky.

MIKE'S VERDICT

'It was terrible! Where do I start? It's just so unrealistic it's untrue. I don't know what to say, it was so poor.

'The graphics were very, very poor. I don't know what they were thinking of when they designed them.'

Playability 40%

'It's very hard to get into. Once again, maybe it would get better if you played it for a couple of months or weeks — but I don't know anyone who'd play this for a couple of weeks!'

Realism 30%

'Totally, totally, totally unrealistic! It's crazy. You see the quarterback and the wide receiver, but you never see them together, so while you're looking at the receiver you don't know what the QB's doing, and vice versa.

'Running the ball's near-impossible. It gets the 30% score because the players have got uniforms and helmets, and there's an American Football in it!'

If *Mike Ditka's Power Football* was an American Football team, which would it be?

'Last year's Indianapolis team, when they were losing everything.

The Crown Jewels

The **London Monarchs**' resident starlets and cheerleading team are **The Crown Jewels**. It's almost worth the price of a ticket just to check out these girls from Babe-lonia.

The postponement of the World League hasn't dampened the Jewels' spirits: they're still touring the country, displaying their talents in one-off shows and appearances.

JUST WHO IS M



Name: Michael Taylor
Age: 28
Car: Jeep
Favourite Music: Hip hop, swingbeat and house
Favourite TV Programmes: *Prisoner Cell Block H*, *Murphy Brown* and Football, when it's on
Favourite Comedian: An American guy called Carrot Top
Favourite Food: Rice and peas
Favourite Drink: Orange
Favourite Colour: Green
Favourite City: New York
Favourite Soccer Team: Chelsea
Favourite American Football Team: New York Giants
Favourite American Football Player: Lawrence Taylor

What position do you play?

I play Free-Safety, which is one of the defensive back positions.

And you haven't just played for the London Monarchs?

No, in the 1991 season I played for the New York Knights in the World League. And before that I played for six or seven years amateur with the London Olympians and then the Manchester Spartans in the Budweiser League.

Why did you want to get into American Football in the first place?

When Channel Four first brought it over here, I was about 19 years old. I saw it once — I think it was the Superbowl, Seattle were playing Miami or something like that — and after that one game I was hooked. I just couldn't get enough.

I was watching every single game on TV, and at the time I was working in a video shop so I was recording the games and watching them while I was working. I was watching a game one day at work and a guy came in and said, 'Do you like football?' And he asked me if I fancied playing. So I told him I'd give it a go, and it just so happened the Streatham Olympians were forming.

I didn't go into it expecting to turn professional. Playing professionally in America was just a pie-in-the-sky dream. I just enjoyed Football and wanted to play it.

Do you play any other sports?

Erm, I used to play soccer pretty well, and I'm trying to get into basketball. I do most athletic sports. And any type of sport where you have to physically exert yourself I'd like to try, apart from rugby.

Would you play anything else professionally?

I don't think I'd be good enough to play anything else professionally. But if I had the talent to do it, I'd probably play any sport. It's a great profession to have, to get paid for doing something you like doing anyway.

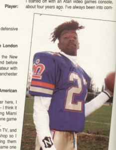
Have you won any honours?

Professionally no real honours as such, apart from being champions of our division when I was with New York.

But at amateur level, when I was with the Spartans, we won the European Championships and British Championships, where I was voted the Most Valuable Player of the final. I also played for Great Britain and we won the European Nations Championships. And with the Olympians I won various MVP awards, and several Divisional Championships.

How long have you had a games console?

I started off with an Atari video games console, about four years ago. I've always been into com-



MIKE TAYLOR?

puter games but I'd only ever go into an arcade once in a while. I was never any good at the games because I thought it was a waste of money pumping loads of coins in the machines, and to get good you have to do that.

I've had my own Mega Drive — this is my third one, I've been unlucky so far — since I started in professional Football because you've got so much time when you have to stay in a hotel room, because you're under curfew.

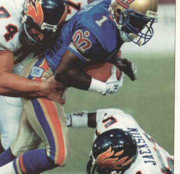
What keeps happening to your Mega Drives?
The first one I bought in America (which is the one I've got now). Because it was a different system, it wasn't compatible, so I bought another Mega Drive, which I had for about six months.

When I came to the Monarchs, I used to keep it in a carry case to take it back and forwards between my hotel and home. And one day, when I was absolutely knackered, I was coming back from the hotel and left the carry case on the train.

The next week I bought another one. While I was on a road trip (three or four weeks later) back in the States, my home got burgled and that one went. So I bought a TV to match my original MD.

What's your favourite non-American Football game?
My newest one, *European Club Soccer*.







BUT WHAT ABOUT THE REST?

We got Mike to play the three games which claim to be the most realistic. They're by no means the only American Footy games on Sega consoles so here's a brief (or Y-front) rundown of the rest. Take a look and decide which one's for you!

MEGA DRIVE

SUPER HIGH IMPACT Arena

The emphasis here is not on the accuracy of the rules and plays but on good old, down-to-earth violence. The playbook itself is extremely limited and the strategy element, like Warren first thing in the morning, is pretty vacant. It's not much good, at the end of the day.

CYBERBALL Sega

Based on the popular coin-op of a few years back, *Cyberball* replaces human players with robotic equivalents. The game-play's changed, too: instead of gaining yardage, getting the explosive ball into defusing zones before your robot scatters his particulars to different countries is most important. Not a bad conversion but rather limited.

JOE MONTANA 3 Sega

Not much of an improvement on *Joe Montana 2*, but has slightly better graphics and is a little more playable in-game. Look out for the review in SEGA FORCE next issue and watch it hit the shelves real soon.

JOHN MADDEN'S '93 Electronic Arts

The best American Football game's just been tweaked a tad. Slightly more animation in the players, harder computer teams and a save option instead of the old code system are the major new features. It's still the mongrel's nadgers!!

MASTER SYSTEM

AMERICAN PRO FOOTBALL Sega

A bog-standard simulation of the sport. It delivers a good mix of tactical play selection and arcade implementation but it's really for MS owners seriously hooked on the sport, rather than first-timers looking for a great sim.

GREAT FOOTBALL Sega

Not even half as good as *American Pro*. It belongs in the mid-Eighties. Few plays to call from and terrible graphics make it a chore.

JOE MONTANA FOOTBALL Sega

This isn't the same as the Mega Drive game. A particularly limited playbook and lack of anything spectacular immediately put it on the 'avoid' list. Do otherwise at your own expense!

GAME GEAR

JOE MONTANA FOOTBALL Sega

An impressive-looking game completely let down by a simple challenge. It has the lot — plays, action, tactics — but you only need to throw the ball around a bit and you win. Pah!

Win! Win!

DRESS LIKE THE MONARCHS!

If you think the deadheads who play American Football are hard, get a load of this competition. The Superbowl's coming up fast and to celebrate it SEGA FORCE has gotten together with the London Monarchs to offer you a nifty little prize. One of you can win an EXCLUSIVE Monarchs cap and a very, very rare Superbowl T-shirt (so incredibly rare you have to cook it before you can wear it... NOT!).

All you have to do to make your schoolfriends green with envy is answer the three questions below and tell us who you think will win the next Superbowl.

Send your entry to I'VE GOT OVAL BALLS, SEGA FORCE, Europress Impact, Ludlow, Shropshire SY8 1JW, to arrive no later than January 14. The first entry pulled out of the helmet after the Superbowl's finished wins! Don't forget to mark on your postacrd if you don't want to receive exciting gifts from other companies!

THE QUESTIONS

1. What's the nickname of the London Monarchs' cheerleading team?
2. What position does Mike Taylor play?
3. How many Mega Drives has he had?

FULL FORCE!

Probably the best reviewing syst orld!



Aye! Looks like the Festive Season is well and truly upon us! Reckon we Deadheads down Game Freak Alley get missed out by old Santa *Claws*? Don't you believe it!

After travelling all over the shop and dishing out his pressies, he's looking to relieve all that built-up tension.

So, it's back to Lappland, stable those pesky reindeer, feet up in front of the log fire with a copy of SEGA FORCE and all the Mince Pies left out for him by grateful parents everywhere!

Being Santa, he's got the pick of the crop when it comes to Sega games, so he needs the best guide in the Cosmos to help him choose his Crimble quota. If you've got any sense, you're gonna do exactly the same and pick the smartest reviewing system around, before you pick your games and part with yer dosh!

Stick with SEGA FORCE, Game Freaks. It's the best Christmas present you could ask for!

sf Rating

99% PRESENTATION
● This one tells you how much effort's been put into the front end — how professional's the game

99% VISUALS
● What are the graphics like? Animation? Here's your at a glance guide to how the game looks

99% SONICS
● Ear blasting, atmospheric FX? Or a sad wimp-out of bleeps? Find out here

99% PLAYABILITY
● Are the controls difficult? Is it original and fresh to get in to? Have a look here

99% LASTABILITY
● Are you gonna complete the game in an hour or a year? Will it last to give true value for money

99% FORCE
● The overall SEGA FORCE opinion at a glance. Take it away!

AROOOOGAH!

These luv'ly boxes are usually used to show you any exciting bits and pieces you can pick up and use or those nasty end of level guardians. Looks like we've got a real mean mutha here!! Seriously though, take a look at the faces in the corner of the comment boxes. If the expression's happy, we like it. If not, we don't. It's as simple as that. Catch the Sumo too! If he's happy, like the one above, it means the game's gone down well in Game Freak Alley. You get the full lowdown here, y'know!

FORCE CONTROL

+ ● Face the facts! Some games are just too darned easy to control. Because of that, you don't need these boxes all the time!

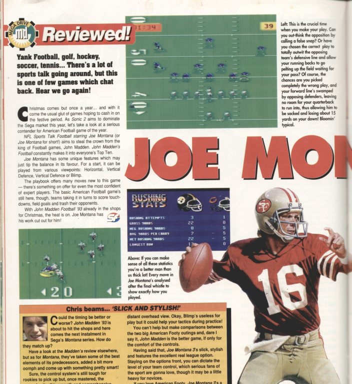
A ● Basically, if we reckon the game's a bit tough on the old joypad fingers, or if it's gonna cause your thumbnail grief, we include the box

B ● Look at games like Olympic gold! Thoseraces are a doddle, just smack A and B and you're away, but what about those diving moves!

C ● Then again, there're all those weapon selectors and changers nowadays. Strewth! If it's tough, we'll tell you what to do!

Yank Football, golf, hockey, soccer, tennis... There's a lot of sports talk going around, but this is one of few games which chat back. Hear we go again!

JOE MON



Christmas comes but once a year... and with it come the usual glut of games hoping to cash in on the festive period. As *Sonic 2* aims to dominate the Sega market this year, let's take a look at a serious contender for American Football game of the year.

NFL Sports Talk Football starring Joe Montana (or *Joe Montana* for short!) aims to steal the crown from the king of Football games, John Madden. *John Madden's Football* constantly makes it into everyone's Top Ten.

Joe Montana has some unique features which may just tip the balance in its favour. For a start, it can be played from various viewpoints: Horizontal, Vertical Defence, Vertical Defence or Blimp.

The playbook offers many moves new to this game — there's something on offer for even the most confident of expert players. The basic American Football game's still here, though, teams taking it in turns to score touchdowns, field goals and trash their opponents.

With *John Madden Football '93* already in the shops for Christmas, the heat is on. Joe Montana has his work cut out for him!

Left: This is the crucial time when you make your play. Can you out-think the opposition by calling a false snap? Or have you chosen the correct play to totally outwit the opposing team's defensive line and allow your running backs to go pelting up the field waiting for your pass? Of course, the chances are you picked completely the wrong play, and your forward line's swamped by opposing defenders, leaving no room for your quarterback to run into, thus allowing him to be sacked and losing about 15 yards on your down! Bloomin' typical.

Above: If you can make sense of all these statistics you're a better man than us thick lot! Every move in *Joe Montana's* analysed after the final whistle to show exactly how you played.

Chris beams... *'SLICK AND STYLISH!'*

Could the timing be better or worse? *John Madden '93* is about to hit the shops and here comes the next instalment in Sega's *Montana* series. How do they match up?

Have a look at the *Madden's* review elsewhere, but as for *Montana*, they've taken some of the best elements of its predecessors, added a bit more oomph and come up with something pretty smart!

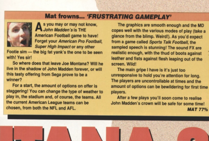
Sure, the control system's still tough for rookies to pick up but, once mastered, the gameplay itself is smooth and comprehensive. Graphics are excellent, as are the in-game effects and digitised speech. Even better is the choice of viewing angles, featuring the original *Montana* vertical mode but with up- and down-facing mode, *Montana 2* horizontal mode and Blimp mode for a distant overhead view. Okay, Blimp's useless for play but it could help your tactics during practice!

You can't help but make comparisons between the two big American Footy outings and, dare I say it, *John Madden* is the better game, if only for the comfort of the controls.

Having said that, *Joe Montana 3*'s slick, stylish and features the excellent real league option. Staying on the options front, you can dictate the level of your team control, which serious fans of the sport are gonna love, though it may be a little heavy for novices.

If you love American Footy, *Joe Montana 3*'s a real improvement on previous outings, makes a pleasant change to *Madden's* and should keep you busy for a while. Newcomers should probably stick to something a little easier to toy with!

CHRIS 83%



Mat frowns... 'FRUSTRATING GAMEPLAY'

As you may or may not know, *John Madden's* is THE American Football game to have! Forget your *American Pro Football*, *Super High Impact* or any other Footie sim — the big fat yank's the one to be seen with! Yes sir!

So where does that leave Joe Montana? Will he live in the shadow of John Madden forever, or will this tasty offering from Sega prove to be a winner?

For a start, the amount of options on offer is staggering! You can change the type of weather to play in, the stadium and, of course, the teams. All the current American League teams can be chosen, from both the NFL and AFL.

The graphics are smooth enough and the MD copes well with the various modes of play (take a glance from the blimp. Weird!). As you'd expect from a game called *Sports Talk Football*, the sampled speech is stunning! The sound FX are realistic enough, with the thud of boots against leather and fists against flesh leaping out of the screen. Wild!

The main gripe I have is it's just too unresponsive to hold you're attention for long. The players are uncontrollable at times and the amount of options can be bewildering for first time players.

After a few plays you'll soon come to realise John Madden's crown will be safe for some time!

MAT 77%

NTANA 3



Above: Gulp! I hope you've sussed you're defensive strategies out, 'cos you're on your goalline and up against a determined attack! Hut ! Hut ! As they say in the trade! Apparently.

sf Rating

82% PRESENTATION
● Loads of options screens allow various plays, viewpoints and teams to be chosen

85% VISUALS
● Not particularly stunning sprites but well animated

88% SONICS
● Some of the best speech you'll hear on the MD. Good FX and in-game music

79% PLAYABILITY
● A challenge for experienced players but too frustrating for beginners

83% LASTABILITY
● In two-player mode it becomes a lot better and should last a few days

80% FORCE
● An above average American Football game all sports fans should try!

● PRODUCER: SEGA
● GG: N/A ● MS: N/A
● MEMORY: 1024K
● PLAYERS: 1-2 ● PRICE: £39.99

WHOSE HELMET?

San Diego Chargers: Used to be called the Air Gorille because of their superiority in the air. They've gone a bit off this season, though. Shame!

Phoenix Cardinals: Remember the fiery phoenix in *Battle Of The Planets*? Well the Cardinals are nothing like that! A bit naff, really.

Minnesota Vikings: Hagar the Horrible has nothing on these guys! Their defence is so viscous they've earned the title Purple People Eaters!

New Orleans Saints: This team need to be kept out of field goal distance because they have the best kicker in the States among their ranks!

New England Patriots: Owned by Victor Kiam, this team's crap! And Vic had better not offer any money-back guarantees or he'll be broke!

Pittsburgh Steelers: Founded in 1933, they've earned the monicker of the Steel Curtain defence, so don't expect high scores off these guys!

Seattle Seahawks: These lot are a fairly new team, founded in 1972. Boring year and boring team. No thrills from this bunch!

San Fransisco 49'ers: The team that everyone knows about, especially Mr Montana since he's their most prolific quaterback of all time.

Buffalo Bills: This team used to boast the greatest running back of all time — Mr O.J Simpson. They could do with him now!

Cincinnati Bengals: Nice helmets, lads! The Bengals look and play like tigers so always expect the unexpected off these guys.

Denver Broncos: These lot have the unfortunate honour of the highest stadium in the conferance. Very cool in summer but bloody cold now!

Dallas Cowboys: America's favourite tea! Everybody wants to be a cowboy. The Cowboys are the veterans of many a Superbowl.

Chicago Bears: Famous for William Perry, Walter Payton and Mike Dicta they also had that bloke from the diner in *My Two Dads* play for them!

The Ref: Half the time this bloke looks like he's trying totell a Boeing 747 where to park. We're assured all that arm movement's useful.





Two-player mode lets you and a friend take control of Baloo and Kit. Guide the cartoony pair through level after level of fast paced action! Both characters are armed with what looks like a children's bat and ball on a string! Baloo's weapon has greater strength at a distance, whilst Kit's better close up. The aim of each side scrolling level is to find and pick up ten cargo crates. Once the crates have been collected, the high-flying pair must proceed to the exit.

Reckon you're too tough to be weedy Donald Duck? Too aggressive to be the terminally wet Mickey Mouse? How's a hulking great bear grab you? (Very tightly around the shoulders! —Prod Ed.)

Take to the skies and travel the world in the latest hot Disney offering from Sega! *Talespin* has you in control of Baloo and Kit, the two high-flying heroes of the Sunday morning cartoon show.

In this globe-spanning adventure, the wacky pair have entered a nail-biting contest (so much for etiquette and personal hygiene, eh?). They fly to nine locations around the world, collecting cargo as they go — a bit like Michael Palin, but with more body hair.

They only have seven days to finish the competition or they'll lose a lucrative contract that their company, Higher For Hire, desperately needs. If they fail, their competitor, Shere Khan, gets his paws on the prize instead! And we don't want that, do we?

As if things weren't bad enough, Don Karnage and his Air Pirates are out to stop Baloo and Kit! Every time they take to the air, they have to prove themselves as ace fliers or they're knocked from the sky! Even butch Baloo can't stand up to that!

The cargo's hidden in various places and the t'riffic twosome need their wits about them if they hope to finish the contest in one piece (or should that be two?)! Prepare for some serious fur-flying action!



This weird looking bloke is strangely drawn to Baloo! Watch out as he fires his magnet! Jump over it and hit the bad guy a few times before leaping away again.



Above: Each level has a variety of hidden parts and secret rooms. Level 2 Baloo hitches a ride on a handy lift!

Left: On the flying sequences, it's best to keep the plane near the top of the screen. This enables you to collect extra weapons and power-ups. Watch out for the planes.

TALES

Paul yawns... *'ROUSES ME AS MUCH AS HORLICKS!'*

Excuse me for using large words, but the word 'continuity' springs to mind. We have the excellent *Mickey and Donald* in this issue, a Disney game with loads of puzzles and fun. Then we have *Talespin*, one of the lesser-known cartoons which will probably be one of the lesser-known MD games!

The trouble with *Talespin* lies in three areas. Objective, playability and lastability.

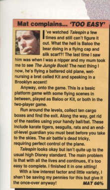
The idea of collecting tea chests from around the world rouses me about as much as a mug of Horlicks! As for playability, infuriatingly crap weapons combined with rock-hard meanies mean *Talespin* causes a lot of frustration. As for lastability, I completed it in one afternoon (only to be greeted by a crap ending).

The graphics? Dire title and option screens — well below MS standard, let alone MD! — but very nice in the game. Sound? If you can call a terrible beeping tune which plods through each level sound, that's crap as well.

I mentioned continuity earlier. Why couldn't this be as good as *Mickey and Donald*? Even the two-player option doesn't make *Talespin* any more enjoyable.

There's only one word to describe this, I'm afraid: average. NEXT! **PAUL 70%**

Hi-yaa! Baloo and Kit team up to give the kung fu tigers a run for their money! The tigers are damn cunning and take a fair few hits before they're knocked out. Try to get them before they spin upside down and fly toward ya!



Mat complains... *'TOO EASY'*

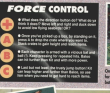
I've watched *Talespin* a few times and still can't figure it out. What the hell is Baloo the bear doing in a flying cap and silk scarf?! The last time I saw him was when I was a nipper and my mum took me to see *The Jungle Book*! The next thing I now, he's flying a battered old plane, wet-nursing a brat called Kit and speaking in a Brooklyn accent!

Anyway, onto the game. This is a basic platform game with some flying scenes in between, played as Baloo or Kit, or both in the two-player game.

Run around the levels, collect ten cargo boxes and find the exit. Along the way, get rid of the nasties using your handy ball/bat. These include karate tigers, seagulls, rats and an end-of-level guardian you must beat before you take to the skies. The air battle's dead tricky, requiring perfect control of the plane.

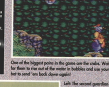
Talespin looks okay but isn't quite up to the usual high Disney standard. The main problem is that with all the lives and continues, it's too easy to complete. I finished it in one sitting!

With a low interest factor and little variety, I shan't be saving my pennies for this but give it the once-over anyway! ***MAT 66%***

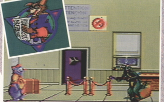


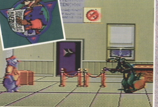
FORCE CONTROL

- **+** ● What does the direction button do? What do ya think it does!? Move left and right and duck down to avoid low flying seabirds! OK?
- **A** ● Once you've picked up a box, by standing on it, press A to drop the crate where you want to. Stack crates to gain height and reach items.
- **B** ● Each character is armed with a vicious bat and ball (!). Keep pressing for repeated hits. Baloo can hit further than Kit and with more power.
- **C** ● Last but not least, the trusty jump button! Kit can leap higher and further than Baloo, so use him when you need to get hard to reach items.



One of the biggest pains in the game are the crabs. Wait for them to rise out of the water in bubbles and use your bat to send 'em back down again!





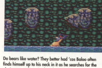
Left: The second guardian to be defeated is a bit tougher! Looking like a cross between Wil. E Coyote and Roland Rat (?), the furry freak uses a vicious shotgun. To beat him, wait for his bullets to bounce on the ground then move in close to whack him! Try to dodge the shots and get behind him to get a few more hits in as well. One thing to watch out for, in these airports, are the cracks in the floor. If you have to go over them, stand right on the edge of the gap and doing a running jump. Mistime it and sink below!

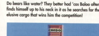


Above right: Kit has his hands full with some serious monkey business! Jump over the stone idol heads to the other side but dodge the shots as you go!

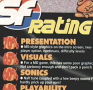
PIN







Do bears like water? They better had 'cos Baloo often finds himself up to his neck in it as he searches for the elusive cargo that wins him the competition!



SF Rating

70% PRESENTATION
● MS-style graphics on the intro screen, two-player option, continues, difficulty levels

65% VISUALS
● For a MD game, this has some poor graphics. Not cartoony enough and don't pack a punch

60% SONICS
● Naff tune coupled with a few beepy sound FX hardly prick up your ears!

64% PLAYABILITY
● Controls are too sluggish, especially in the plane stages. Characters move too slowly

60% LASTABILITY
● Can get repetitive after a while. Too easy to complete on all settings, no real challenge

68% FORCE
● A cartoon licence that had potential to be a huge hit but isn't up to scratch

- PRODUCER: SEGA
- GG: OUT SOON ● MS: N/A
- MEMORY: 512K
- PLAYERS: 1-2 ● PRICE: £34.99



The end is almost in sight for our intrepid pair! They must fly through these deadly caves to reach the final level. Once there, they have to take on the airborne might of Don Karnage and his fearsome air pirates!



'It's above you, ya cloth eared bear!'. Baloo forgets to use his 'mince pies' and misses out on a tasty cargo crate! Try to pick up empty crates and stack them to raech higher platforms. You can carry up to three crates at atime.

SEGA FORCE

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Win! Win!

LAST TRAIN TO GUTSVILLE...

I KNOW IT, I KNOW IT! ERM, QUITE REMARKABLE BUT... WHAT HAPPENED NEXT?

Why on Earth we want one of you bods running rampant round Game Freak Alley's beyond the bounds of metaphysics!

To be honest, the Christmas and New Year spirit has well and truly set in here at SEGA FORCE, so we thought it'd be an absolutely spiffing idea, Vicar, to invite one of you down to join in our New Year festivities. We'll pay all your travelling expenses, on the condition you bring a parent or guardian (if you're under 18 — anyone over 85 must be accompanied by both parents!).

While you're down here, we'll give you a guided tour of our residence, take you out for a slap-up meal (cod, chips and peas more like! —Dep Ed), allow you the run of our gamesplaying area and even let you write a review, which will appear in a future issue.

Put that together with loads of SEGA FORCE goodies and the chance to make your mark on our contents page and you've got a prize bonanza that's really gonna make your New Year!

Nice to see ya...

Look at us lads making merry after our contents page photo shoot! Yeah, so we're all stark, staring mad, but you have to do something to sort out who's boss around here! Anyway, from the sequence of piccies, all you've got to do is decide *What happened next*...

Maybe Barry the Shepherd (alias Mat) gave his rendition of that top pop melody *Getting To Know Ewe*, Balthazar the King (known to his minions as Ade) popped off on his mountain bike to avoid police interrogation over the Brinks Mat Bullion Robbery, or the Angel Gabriel (aka Chris) had his mirror, cuttlefish, little swinging perch and seed tray stolen from his cage! It's up to you!

Your story can be as long or a short as you like. The wittiest, most appropriate entry we receive will claim the prize.

Send your *What happened next* tale to: I CAN'T BELIEVE IT'S NOT GUTTER, SEGA FORCE, Europress Impact, Ludlow, Shropshire SY8 1JW. Your entry must be here by January 14, 1993. Include your name, address and daytime telephone number so we can arrange a suitable date for the visit. Look forward to seeing ya down the Alley!







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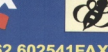
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Old Indiana Jones whipped up a storm on Game Gear, can he repeat his success on Mega Drive? If not, the poor blokes destined to roam dark alleys wearing that dirty old raincoat of his!

It's taken a couple of years since the film for US Gold to release *Indy III*. But that doesn't matter 'cos the title still makes a great game.

As with other versions, the Mega Drive adventure follows the movie's plot quite closely. Indy's mission is to grab the Holy Grail before those wretched Nazis do.

As you'd expect, the Grail ain't easy to find — in fact, there are five levels of frenetic action to plunder. So grab your coat, get your hat, pop your whip down your left trouser leg and get going!

Level 1's set deep underground in a series of dark, dank caves, where Indiana must find the Cross of Cornado within a time limit. Old Jonesy's got a limited amount of energy, so potions and extra whips need to be found. Energy's lost from long falls, bullet wounds and contact with stalactites or water.

Level 2's set on a circus train. Indy makes his escape across the top of the locomotive, jumping gaps and fighting villains.

Then it's on to the catacombs beneath Venice. Explore the maze-like passages using a combination of ropes, platforms and jumps. Watch out for rats, fireballs and flying arrows! Level 4's the Nazi-infested castle and later you dice with death on a German airship.

Extra lives are awarded throughout the game and continues are yours, should you need 'em (and believe us, you will!). Skill, timing and slight of hand are needed on all levels if you wanna come out the other end unscathed. The circus train level's the trickiest we reckon. Make sure you brush up on your leaping skills. Holy Grail, Batman! Whoops — wrong game! SF

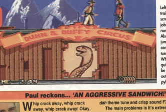
INDY SPENSABLE!

CHESTS: Plenty of these lying around. When you spot one, duck and punch or give a good crack with your whip. They contain useful goodies.

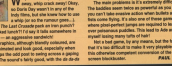
EGG TIMERS: Not many of these. Make sure you grab 'em quickly before they disappear. Some add a whole minute to your level time.

POTIONS/WATER: Grabbing these likkle bottles is vital. They bump up your energy something brilliant! Plenty en route, so fret not!

TORCHES: One of these is found at the start of the game. Pick up torches when the caverns go dark. They last for several minutes.



Left: Level 2, the circus train. As the screen scrolls along, it's your job to defeat the thugs running across the roof. Also, there are crates to jump over, gaps in the carriages to avoid and tunnels to negotiate. When one's in sight, quickly duck or you'll be decapitated. Watch out for the electricity pylons, too!



Paul reckons... *'AN AGGRESSIVE SANDWICH!'*

Whip crack away, whip crack away, whip crack away! Okay, so Doris Day wasn't in any of the Indy films, but she knew how to use a whip (or so the rumour goes...).

Does *The Last Crusade* pack an iron punch? Or a packed lunch?! I'd say it falls somewhere in between — an aggressive sandwich!

The graphics, although blandly coloured, are nicely animated and look good, especially when Indy whips the odd post to swing across a gaping chasm! The sound's fairly good, with the *da da-da dah* theme tune and crisp sound FX.

The main problems is it's extremely difficult. The baddies seem twice as powerful as you and you can't take evasive action when bullets and fists come flying. It's also one of those games where pixel-perfect jumps are required to leap over poisonous puddles. This lead to Ade and myself losing many tufts of hair!

Not a bad game, by any means, but the fact that it's too difficult to make it very playable spoils this otherwise competent conversion of the big screen blockbuster.

PAUL 78%





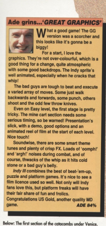
Above: The first bad guy. Whip him when his plank's down. Watch the spikes!
Left: Dodging arrows in the catacombs.

FORCE CONTROL

- **+** Relatively easy to control, although precise jumps are needed in certain areas. The control buttons below can be changed.
- **A** Press to crack that whip of yours. Most baddies take a couple or three whacks. Beware, the villains retaliate and may fire at you.
- **B** Plenty of leaping to be had if you choose [B] as the jump button. Indy also uses his whip in conjunction when long leaps are required.
- **C** This can be your punch control if you so desire. The knack is to duck and punch at the same time. Bad guys rarely duck down.



Left: Keep going and you find a rope or three. Climb one then leap across. A fall costs energy. You *could* land in the water and lose a life.



Ade grins...'GREAT GRAPHICS'

What a good game! The GG version was a scorcher and this looks like it's gonna be a biggy!

For a start, I love the graphics. They're not over-colourful, which is a good thing for a change, quite atmospheric with some good backdrops. The Indy sprite's well animated, especially when he cracks that whip!

The bad guys are tough to beat and execute a varied array of moves. Some just walk backwards and forwards, some punch, others shoot and the odd few throw knives.

Even on Easy level, the first stage is pretty tricky. The mine cart section needs some serious timing, so be warned! Presentation's slick, with a demo, good options and an animated reel of film at the start of each level. Nice touch!

Soundwise, there are some smart theme tunes and plenty of crisp FX. Loads of 'oomph!' and 'argh!' noises during combat, and of course, thwacks of the whip as it hits cold stone or a bad guy's belly.

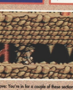
Indy III combines the best of beat-'em-up, puzzle and platform games. It's nice to see a film licence used so well. Not only will Indy fans love this, but platform freaks will have their fair share of fun and frolics. Congratulations US Gold, another quality MD game. ***ADE 84%***





FORCE TIP

This bit's quite tricky. You'll need two or three attempts to get the timing right. Just before the cart on the right bashes into the other, execute a huge leap. Cart number two starts to move. Keep your wits about you, you may fall in the water. This cart runs off the edge of the rails. When you see the end of the track, jump and grab the rope.



Above: You're in for a couple of these sections during the first level. Duck down and thwack the spikes which don't move. Time to crwal, but watch you don't get your bottom spiked!



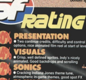
Above: Indy shows his whip to full effect. There are some good thwacking noises when he extends it good and proper and makes contact with a bad guy. Give it some oomph, Mr Jones!





Above: Look before you leap. Be aware of the water drops. They fall from the ceiling. If they hit you, your life force dwindles a little. Don't be a drip!

Below: The first section of the catacombs under Venice. Arrows and fireballs blast out of the rocks. Leaping and ducking are importantt here.



SF Rating

80% PRESENTATION
● Two continue credits, difficulty and control options, nice animated film reel at start of levels

84% VISUALS
● Crisp, well defined sprites. Indy's nicely animated. Good backdrops and scrolling

82% SONICS
● Cracking Indiana Jones theme tune, atmospheric in-game themes, good spot FX

79% PLAYABILITY
● Easy to get into. Controls and jumps can be a bit fiddly at times. Good challenge

77% LASTABILITY
● Five levels offer a tough challenge. Practise your jumps and remember where baddies are

83% FORCE
● A slick, well programmed game. Tough enough to be a winner



JONES

There's a whip counter onscreen which marks your progress. Run out of the little beauties and you could be in serious trouble during battle. Extra whips are yours for the taking en route. Don't be wasteful, now!





● PRODUCER: US GOLD
● MD: DEC ● GG: OUT ● MS: OUT
● MEMORY: 1024K
● PLAYERS: 1 ● PRICE: £39.99



Above: She's not as shapely as her MD counterpart but MS Ripley sure knows how to use that weapon of hers. The levels are pretty maze-like and Rip crawls through passages (right). Many of them are hidden and contain hostages.

ALIEN3

Aliens have gestated in the Deadheads' bodies. Game Freak Alley's strewn with blood and mutilated corpses. That was best Saturday night we've had in ages!

Right: The graphics on the MS are well up to standard. They look as gory as the MD game, so worry not. Ripley's not as well animated but moves at quite a rate. Get going!

Ripley's back and her cuddly, adorable Aliens are close behind! She's crash-landed on a prison planet and once again she's menaced by the dreaded Aliens. This time they've spawned a young un' inside Ripley herself! To her horror, it breeds faster than a randy rat and no time prisoners and wardens alike are showing their innards to all and sundry!

Scared sh... er, witless, Ripley sets about destroying the messy menace for good. Which is where you come in! You guide Ripley through countless levels of the prison, freeing captured humans and wiping out as many Aliens as possible.

A variety of weapons are at your disposal, such as machine guns, flame throwers and grenades. A radar-like device detects lifeforms, both human and alien.

The object of each level's to rescue the stated amount of prisoners before time runs out — or before you become a mid-morning snack. Each successive level is longer, with more prisoners to rescue. Complete them all and it's off to the final confrontation with the bad momma herself.

Don't expect any thanks, though — we never asked you to save the Earth, you just kinda volunteered!

Ade hums... 'NOT A BAD EFFORT'

Aye up! Where did this come from? MS *Alien³* snook in through the back door. It wasn't sent to us by Acclaim; you can go out and get this one from your local computer shop — now! All in all, the Master System conversion's not a bad blaster. I often wonder whether great games like MD *Alien³* should be converted to 8-bit. More often than not, all the glitz and gameplay of the 16-bit carts are lost in the crossover.

For an MS game, *Alien³* is well above average. The graphics still have that atmospheric feel to them. The main sprite's not as large and as detailed as MD Ripley but she moves pretty quickly.

The Alien sprites shouldn't be sniffed at: they're fair representations of the 16-bit critters. The backdrops are nicely detailed and shaded and scrolling's pretty smooth.

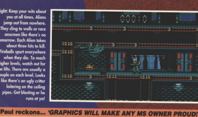
In the sound department, there's a good intro tune, a few spot FX and a couple of fanfares from time to time. Presentation-wise there's a good title screen, plus some nice static shots in between levels, when you lose a life and when time runs out. Jumping platforms and climbing up and down ladders is a touch tricky at times.

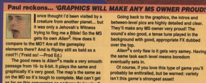
On the whole, MS *Alien³* offers the same challenge as the MD version. Mappers will love it. And now you can play *Alien³* with a friend — there's a two-player option, lacking in the Mega Drive game. Not a bad effort. **ADE 66%**

FORCE CONTROL

- [+] With [1], moves Ripley in chosen direction. Held down, rotates certain weapons. Used with [2] to change weapon and activate radar.
- [1] Ol' Ripley lets rip! Fires the current weapon — go fry some Alien butt! You'll need to press this like a lunatic to oust the bigger monsters!
- [2] Jump! Use with [D]-pad Down to change weapon and activate radar. Some weapons are best used in certain situations

Right: Keep your wits about you at all times. Aliens jump out from nowhere. They cling to walls or race onscreen like there's no tomorrow. Each Alien takes about three hits to kill. Fireballs spurt everywhere when they die. To reach higher levels, watch out for the lifts. There are usually a couple on each level. Looks like there's an ugly critter loitering on the ceiling pipes. Get blasting or he runs at ya!





Paul reckons... *'GRAPHICS WILL MAKE ANY MS OWNER PROUD!'*

I once thought I'd been visited by a creature from another planet... but it was only a Jehovah's Witness trying to flog me a Bible! So the MS gets its own *Alien*^{3}. How does it compare to the MD? Are all the gameplay elements there? And is Ripley still as bald as a coot?! ('Fraid so! —Prod Ed.)

The good news is *Alien*^{3}'s made a very smooth passage from 16- to 8-bit. It plays the same and graphically it's very good. The map's the same as on the MD so it's tough to complete. Mat can't get as far on this conversion so perhaps its tougher?

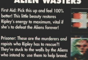
Going back to the graphics, the intros and between-level pics are highly detailed and clear. They'll make any MS owner very proud! The sound's also good, a tense tune played in the background with good, appropriate FX dubbed over the top.

Alien^3's only flaw is it gets very samey. Having the same task each level means boredom eventually sets in.

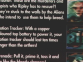
Of course, if you love this type of game you'll probably be enthralled, but be warned: variety isn't this game's strongest asset!

PAUL 87%

ALIEN WASTERS

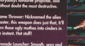


First Aid: Pick this up and feel 100% better! This little beauty restores Ripley's energy to maximum, vital if she's to defeat the Aliens forever!



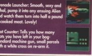
Prisoner: These are the murderers and rapists who Ripley has to rescue?! They're stuck to the walls by the Aliens who intend to use them to help breed.

Motion Tracker: With a copper coloured top battery to power it, your motion tracker should last ten times longer than the orthers!



Grenade: Pull it, prime it, toss it and run like the bloody clappers! Everybodys favourite projectile, and without doubt the most destructive.

Flame Thrower: Nicknamed the alien toaster, this weapon does just that. It'll turn those ugly muthas into cinders in an instant. Hot stuff!



Grenade Launcher: Smooth, sexy and lethal, pump it into any ensuing Alien and watch them turn into half a pound of cooked meat. Lovely!

Shot Counter: Tells you how many shots you have left in your bog-standard machine gun, small parcels with a white cross on re-arm it.



Left: With a score of 215 points, there's just under three minutes renmaining on the clock to rescue the other hostages. Lo and behold, there's one right here! Just run over the poor bloke to save him from a fate worse than *Eldorado*. It's not gonna be easy, 'cos the moment you lay your hands on the guy, that Alien on the far left's bound to make a run for you. There's another ugly bug crawling on the level below. They must have heard you coming!



81% PRESENTATION
● Nice intro and title screen, continue game, one- or two-player game (not simultaneous!)

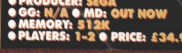
86% VISUALS
● Very impressive graphics which wouldn't look out of place on the MD! Some very nice stills

80% SONICS
● Nice background tune and good FX. Loads of ditties and noises in play

83% PLAYABILITY
● No problems here. Controls are easy and Alien-slaughtering's fun!

78% LASTABILITY
● Very difficult to complete, with loads of levels and Aliens. Might get a tad boring

77% FORCE
● Excellent conversion of the great alien romp!



● PRODUCER: SEGA
● GG: N/A ● MD: OUT NOW
● MEMORY: 512K
● PLAYERS: 1-2 ● PRICE: £34.99

MEAN MUTHA'S

Egg: Free range and not battery! These eggs produce the dreaded face huggers which are small and difficult to kill. Use flame and maim!

Alien Warriors: Run-of-the-mill, acid-blooded killing machines! Don't be caught out by their lightning speed, a few shots and they're history!

Mother Alien: End-of-level nasty, and we mean *nasty*! These blighters are big and tough, so use your special weapons to make sure of victory!

Above: Looks a bit grizzly, huh? Who's rattled his cage?! Presentation's pretty slick throughout. This is one of the intro pics. Others appear when you snuff it , or fail to rescue all the hostages.



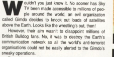
ROLLING THUNDER 2

A strange rumbling noise bellows from the depths of Game Freak Alley. Is it rolling thunder? Or just a reminder of last night's curry?! The Deadheads investigate.

Wouldn't you just know it. No sooner has Sky TV been made accessible to millions of people around the world, an evil organization called Gimdo decides to knock out loads of satellites above the Earth. Looks like the wrestling's out, then!

However, their aim wasn't to disappoint millions of British Bulldog fans. No, it was to destroy the Earth's communication network so all the world's anti-terrorist organisations could not be easily alerted to the Gimdo's sneaky operations.

Everything would've been perfect if the W.P.C.O hadn't got word of Gimdo's involvement in arms dealing. Suspecting they also had a hand in making sleeping satellites, they commissioned two of their best agents to infiltrate the organisation and put a stop to Gimdo's sinister schemes.



In *Rolling Thunder 2*, you take the part of Leila or Albatross (or both — there's a two-player option). Your mission is simple: battle through eight levels of platform action, using weapons you find along the way.

Gimdo's henchmen try and stop you whenever they can. Be prepared to dodge streams of bullets and grenades! Watch out for heavily-armed soldiers who take more than a couple of hits to kill, and take special care when dealing with panthers — their speed is deceptive.

Don't forget to keep reloading your gun, either — just waving it around won't scare 'em off! It's a jungle out there and you've got to be animal cunning to make your presence felt!

Go now, for time is scarce — there's a Premier League match on in half an hour!







Above: On Level 1 there's a flickin' big tanker to hide behind. Drop in the barrels to avoid enemy bullets and give 'em hell! Pretty easy this one!

Left: Watch out, Leila — behind that crate! Why not pop in the bar for a quick one?



Paul grins... *'NOT BAD AT ALL'*

Blinkin' flip, Mother, this game's harder than a pub full of Chelsea fans! Yes kids, *Rolling Thunder 2*'s for those who love a challenge. In fact, if you complete this game within a week, I'll eat my hat! (Well, Mat's cap, anyway!)

Rolling Thunder 2 has a lot of the Japanese-type cartoon graphics and animation; its bright colours and big, fast-moving sprites are very appealing. The sound's pretty top-hole, too. A novel sound test uses cassette player buttons to select tunes, which are played by a band!

Gameplay is exactly the same as the original *Thunder* (except the two-player option), which is either good or bad news, depending on whether you liked it. There are new enemies and a few new weapons, and some nice touches like the wire netting you go behind in Level 7, but basically it's more of the same.

I'm not a great fan of *Rolling Thunder* but this is nicely done and reasonably playable, especially in two-player mode. Not bad at all, Sega!

PAUL 81%



Above: The Riddle of the Sphinx! This bad guy requires a few shots before he's ousted. Duck and fire!

Above: There's a party going on throughout this level. Gatecrash and blast! There's a bullet room up there.

Above: One of the many mutants walking the landing! Fire from behind before the critter turns around!

Below: Gun poised, this baddy's just taken a pot-shot at poor Leila. Energy's scarce, so watch ya back!

Below: One of the best bits of the game's watching the band on the music select screen. Pretty funky guys!

Mat says... 'CHALLENGING GAMEPLAY!'

One of the first things you notice about *Rolling Thunder 2* is the smooth movement of all the characters. They're easily in the same class as those in *James Bond* and *Prince Of Persia*.

Gasp in awe as Leila and Albatross duck into doorways and come out firing! Those little rooms are handy, by the way, 'cos they contain such handy items as machine guns, extra ammo and flame throwers. Always useful for toasting the opposition!

There's no easy life here! From the moment the game starts you're straight into the thick of things! The enemies' assault is relentless; you'll need lightning reflexes to survive.

Jump to higher platforms to escape death and hide behind walls before taking out your opponent with a well-aimed shot! Your weapons only have a limited amount of ammo so you have to find that next weapons drop before it's too late!

Rolling Thunder 2's best in two-player mode. This enables you and a friend (if you've got any!) to team up and cause twice as much damage!

The password system's a blessing 'cos otherwise you'd get too frustrated and give up. Give it a whirl for the graphics and action and be prepared for a rollercoaster ride! **MAT 79%**

THUNDER BOLTS

FIRE: Pop into the room where you see this sign and you grab a massive flame-throwing device. Stand tall and go do some damage

BULLET: Pretty useful when running low on ammo. Pop through this door and your gun's ready for action, like pronto, Dude

ARMS: Replaces your wimpy weapon with a stronger device. Useful when facing end of level bosses and when you feel like some needless violence

SF Rating

84% PRESENTATION
● Intro with typical Japanese graphics. Passwords and sound test

79% VISUALS
● Big, clear sprites and nicely animated backgrounds. Baddies look a bit similar, though

74% SONICS
● Adequate sound FX and decent tunes, though they can irritate after a while

83% PLAYABILITY
● Simple controls which are easy to use. It's sometimes a bit difficult to move up a platform

81% LASTABILITY
● Very hard to complete but not frustrating to play. Should have a fairly long life

80% FORCE
● More of the same but with great new touches!

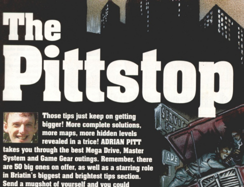
● PRODUCER: SEGA
● MS: N/A ● GG: N/A
● MEMORY: 1024K
● PLAYERS: 1-2 ● PRICE: £39.99


GET AHEAD

The Pittstop



PULL OUT AND KEEP!





Those tips just keep on getting bigger! More complete solutions, more maps, more hidden levels revealed in a trice! ADRIAN PITT takes you through the best Mega Drive, Master System and Game Gear outings. Remember, there are 50 big ones on offer, as well as a starring role in Briatin's biggest and brightest tips section. Send a mugshot of yourself and you could possibly appear in these hallowed pages! If it's help you're after, Stuck In A Rut irons out your teething troubles! Get to it!



IT'S SHOWDOWN TIME!

Mat takes a holiday! The last levels of MS *Asterix* mapped!



SPIKE PATROL!

Move over *Sonic 2*!! More secrets from the original MS game.

THE PITTSTOP WORKSHOP

PULL OUT HERE!

FANCY WINNING 50 SPONDOOLIES?

Read on and discover how!

So, you've spotted a game at your local computer shop and you're gaggin' to get your hands on it. What d'ya do? Stealing the thing's not advisable, so you either badger the breadwinner of your family to death or save your precious pennies and hope the shop doesn't sell out. Well, you know as well as I do, saving takes absolutely ages! Fortunately, there is an alternative...

SEGA FORCE GAME FREAK! AWARD £50

SEGA FORCE GAME FREAK! AWARD £50

What could be better this Christmas than a little windfall? You can't wait to get *Sonic 2* but ain't got enough dosh. Well, every cloud has a silver lining. For three lucky game-freaks who join me at the Pittstop, there's 150 big ones up for grabs! The sender of the best map (or maps) I receive and the other two TIPSTERS OF THE MONTH each receive £50!

I'm looking for original cheats, hints, complete solutions and maps, not tips that appeared in another magazine two months before. They *must* be all your own work; don't hide under the bed-clothes with a torch, copying great paragraphs out of other Sega mags (believe you me, folks, it *does* happen! You wanna see what I see!).

Master System tips are sometimes a little thin on the ground., so come on all you MS fiends, start tipping! I like to keep everyone happy. The more the merrier!

Read the box below and discover what happens to your maps if you're chosen as a winner — and there's the chance to see your mug next to your tips if you send a snapshot.

Don't forget STUCK IN A RUT if you wanna make an appeal for help or can assist someone who's struggling, and GAME GEAR ALLEY for all GG freaks who've got tips and don't know what to do with 'em!

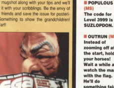
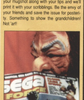
Please don't send stamp addressed envelopes, it takes ages to reply to you all individually. Send your maps, hints 'n' tips to: **PITTSTOP, SEGA FORCE, Europress Impact, Ludlow, Shropshire SY8 1JW.**

Watch out next issue for more maps. They've been flooding in by the skipload. If you haven't yet had your problems aired in STUCK IN A RUT, drop me another line and I'll update the column. Read on...

TAKE THE CREDIT FOR YOUR WORK!

Throughout the mag, you see *our* faces leering outta comment boxes, preview pages etc. We thought it was about time *you* received credit for the hints and tips you send in.

If you've a PICCY OF YOURSELF lying around, or fancy the humility of popping into a photo booth next to the Pick 'N' Mix, send your mugshot along with your tips and we'll print it with your scribblings. Be the envy of your friends and save the issue for posterity. Something to show the grandchildren! Not 'arf!

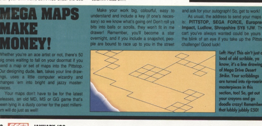
MEGA MAPS MAKE MONEY!

Whether you're an ace artist or not, there's 50 big ones waiting to fall on your doormat if you send a map or set of maps into the Pittstop. Our designing dude, Ian, takes your line drawings, uses a little computer wizardry and changes 'em into bright and jazzy masterpieces.

Your maps don't have to be for the latest releases, an old MD, MS or GG game that's been lying in a dusty corner for the past millenium will do just as well!

Make your work big, colourful, easy to understand and include a key (if one's necessary) so we know what's going on! Don't roll ya bits into balls or scrolls, they won't fit in the drawer! Remember, you'll become a star overnight, and if you include a snapshot, people are bound to race up to you in the street and ask for your autograph! So, get to work!

As usual, the address to send your maps to is: **PITTSTOP, SEGA FORCE, Europress Impact, Ludlow, Shropshire SY8 1JW**. That cart you've always wanted could be yours in the blink of an eye if you take up the Pittstop challenge! Good luck!



Left: Hey! This ain't just a load of old scribble, ya know, it's a line drawing of *Mega Drive Desert Strike*. Your scribblings are turned into rip-roarin' masterpieces in this section, too! So, get out your crayons and go doodle crazy! Remember that lubbly jubbly £50!

■ FORGOTTEN WORLDS (MS)
Use two-player mode and when a player dies, press Start several times for infinite continues.

■ FIRE SHARK (MD)
Finish the game once and you'll have full power-ups the next time you play.

■ WARRIOR OF ROME (MD)
Type GREBDQ3NE to see the end sequence. Thanks to Martin Adil-Smith from Middlesex for the small tips.

■ POPULOUS (MS)
The code for Level 3999 is SUZLOPDON.

■ OUTRUN (MS)
Instead of zooming off at the start, hold your horses! Wait a while and watch the man with the flag. He'll do something fairly humorous!

DOUBLE DRAGON (MS)
Jump up and down 30 times at the start of Level 4 to gain invincibility.

■ DESERT STRIKE (MD)
Enter the code BQQQAEZ and you have an incredible ten lives. A bit like the old code TQQQLOM but with twice the outcome. Chester Greenidge, Peckham, London

ALESTE

SEGA FORCE GAME FREAK! AWARD! £50

This month, **David Harvey** from **Watford** supplies a mammoth set of tips for this shoot-'em-up. How to kill each and every boss. He wins £50 for his efforts! Take it away, David...

Boss 1.1

Use any weapon except [S] and [D]; you need a weapon that fires through the centre. [L] is ideal. You get this by grabbing [A] and [P]. If you missed it, [N] shoots away the baddies' bullets.

To kill the big guy, dodge the orange bullets until the boss fires green ones. Now move into the middle and shoot at the centre. It soon kicks the bucket!

Boss 1.2

Use either [H] or [N] weapons.

Stay in the bottom right-hand corner and dodge the green bullets. When the green ray stops, move under the boss and shoot. Now move to the right-hand corner.

After the first explosion, position your ship under the skull and fire. Avoid the missiles and green bullets but keep firing.

Boss 2.1

This boss is a submarine. Aim for the centre when it surfaces. Avoid the bullets and keep button [1] held down.

After a while, it submerges and appears somewhere else. Move and shoot the centre again. Repeat this until it dies.

Boss 2.2

Use [L] or [H].

Sweep from left to right, avoiding bullets and turrets. When all the turrets have vanished, shoot the centre red circle. Avoid the bullets. After a while it dies.

Boss 3.1

Use [H] weapon.

Start in the top right-hand corner and wait. While the boss is on the railway track, you can't shoot it. When the boss flies upwards, move under him and fire. Your homing weapon (you should have this) shoots all the little spider things.

When the boss shrinks, move back into the top right-hand corner and avoid the bullets. Repeat this until he dies.

Boss 4.1

You *must* have [H] weapons for this boss, 'cos on the next level you can't change your weapon.

Start at the bottom, in the centre, and hold down button [1]. Your homing weapons should shoot away the missiles, bombs etc while your main beam takes out the boss.

Boss 4.2

The second boss stage is very hard. Stay in the centre until it fires orange bullets then move to the right.

Keep an eye out for the green shots. When they disappear, move back under and repeat until it dies.

Boss 5

You should still have your [H] weapon.

Just shoot the turrets, avoid the bullets and aim for the centre.

Boss 6

You need [H] for the rest of the game.

Shoot the turrets and aim for the centre. Your [H] weapon shoots away the robots.

Boss 7.1

Shoot the turrets and aim for the centre.

Boss 7.2

Shoot the face and avoid the shots. It disappears then reappears in a different location. Keep firing until it dies.

Boss 7.3

Shoot the turrets and blast the plane. It moves about the screen so be careful. It won't take long to oust.

Boss 7.4

First blast the second half of the plane. When it blows up it moves into the centre of the screen and fires bullets.

Now shoot the turrets and aim for the middle.

Boss 8.1

Simple this one — just stay at the bottom in the centre and keep firing. The balls shouldn't touch you. The boss dies pretty sharpish.

Boss 8.2

Now this is tough! First shoot the cannons that fire balls. Avoid the shots from the little green balls that split in two. When the cannons vanish, aim for the face.

Boss 8.3

There are three stages to this boss, all very easy. The first stage is the brown face. Copy the method for Boss 8.1.

Stage two is just as easy. Shoot at the face and avoid the bullets. The boss dies pretty quickly.

Stage three's virtually the same, except the bullets move in different patterns. Shoot the boss's head and he dies. The final stage is a mixture of all three, so just battle away!

Boss 8.4

It's time for the final boss!

He spits loads of balls. They're fairly tough to avoid. Shoot them then aim for the face. When he dies, it's time to hang out the flags and crack open the bubbly! You've completed the game. Congratulations! Mission complete!

■ ALIEN STORM (MD)
When you get to the end and battle Big Brain, concentrate on attacking the aliens. After destroying the guards, the brain has no defences and is easy to kill.

■ AMERICAN BASEBALL (MS)
In the home run contest, choose OAK — they have the player with the most home runs.

■ BASEBALL TALE (MD)
Enter ZVN as the password in World Tour mode to use the hidden team in one- or two-player mode.

■ STEEL EMPIRE (MD)
To begin on Stage 2, press and hold button [B] followed by Start on the title screen.
Chester Greenidge, Peckham, London

■ AMERICAN PRO FOOTBALL (MS)
On all levels, choose post, corner or bomb pass. Don't go through with those strategies, run instead.

■ DEVIL CRASH (MD)
To get 33 balls, enter the code 0956335555. To reach the last level, type 5VENAXUEMN.

■ VIGILANTE (MS)
Select any level by pressing Up and Right diagonal and buttons [1] and [2]

STUCK IN A RUT!

Yep! It's back! This flickin' column just gets bigger and bigger! If you've written in, your letter should appear here, God willing! If you've sent in an appeal a few months back and it still hasn't materialised, drop me another line. If you think you can help someone who's cried out for assistance in this section, write to: **STUCK IN A RUT! PITTSTOP, SEGA FORCE, Europress Impact, Ludlow, Shropshire SY8 1JW**. Replies and letters of help appear here. Let's start the ball rolling...

HOLLOW WORLD

Laurence Bolton's just crying out for a complete solution. Send one and you could win £50!!

ULTIMA IV

Causing a few problems, this one! **John Reed** from **Morecambe** can't find the Shrine Of Spirituality. Anyone know where it's located? **Helen Shotton** from **Lowestoft** is looking for a complete solution. Come on, help her out!

ASTERIX

The tip in Issue 10 was incorrect. Thanks to **Steven Waterman** from **Kent**, who spotted it. In Round 1.1, Obelix, don't walk right on the platform mentioned — walk left! There's a secret room through the wall.

PHANTASY STAR III

How does **John** from **Kew** in **Surrey** raise his Hit Power and Technical Power? He's tried going to the tavern for a rest but no joy! Help him pronto!

CASTLE OF ILLUSION

In zone four, **Jamie Hames** from **Stanmore**'s having problems with his acorns! The log's a nasty piece of work, Jamie. When he lands with his face showing, you must hit him with one of your objects. You can only hit him once each time he rolls so use your apples wisely. Stay to the far left of the screen and avoid all the acorns. You should only need to jump when the log makes a move for you. It takes ten hits to oust him.

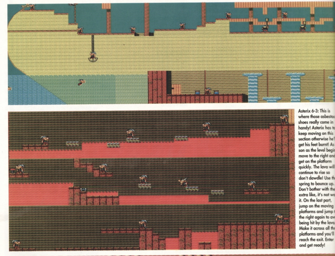
BUBBLE BOBBLE

Loads of people asking for complete solutions, including our mate **Steve**, who we met at the *16-Bit Show*, and **Helen Shotton**, who we didn't! Level 199 and the location of keys and mirrors seem to be causing problems. Help!

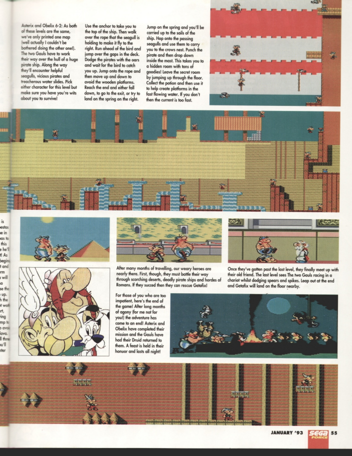
ASTERIX

THE FINAL SHOWDOWN

Back for the last time! Yes folks, MAT YEO is here with the final part of that flamin' Asterix solution! Forget those weedy Sonic maps 'cos the real master map maker is back again!



Asterix 6-3: This is where those asbestos shoes really come in handy! Asterix has to keep moving on this section otherwise he'll get his feet burnt! As son as the level begins move to the right and get on the platform quickly. The lava will continue to rise so don't dawdle! Use the spring to bounce up. Don't bother with the extra like, it's not worth it. On the last part, jump on the moving platforms and jump to the right again to avoid being hit by the lava. Make it across all three platforms and you'll reach the exit. Enter and get ready!



Asterix and Obelix 6-2: As both of these levels are the same, we've only printed one map (well actually I couldn't be bothered doing the other one!). The two Gauls have to work their way over the hull of a huge pirate ship. Along the way they'll encounter helpful seagulls, vicious pirates and treacherous water slides. Pick either character for this level but make sure you have you're wits about you to survive!

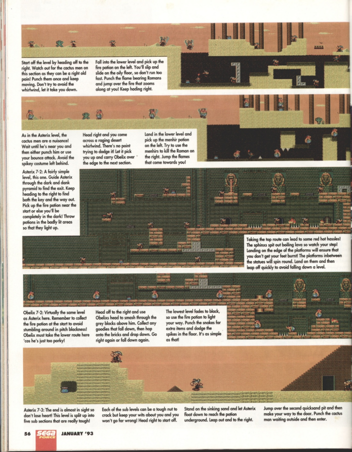
Use the anchor to take you to the top of the ship. Then walk over the rope that the seagull is holding to make it fly to the right. Run ahead of the bird and jump over the gaps in the deck. Dodge the pirates with the oars and wait for the bird to catch you up. Jump onto the rope and then move up and down to avoid the wooden platforms. Reach the end and either fall down, to go to the exit, or try to land on the spring on the right.

Jump on the spring and you'll be carried up to the sails of the ship. Hop onto the passing seagulls and use them to carry you to the crows nest. Punch the pirate and then drop down inside the mast. This takes you to a hidden room with tons of goodies! Leave the secret room by jumping up through the floor. Collect the potion and then use it to help create platforms in the fast flowing water. If you don't then the current is too fast.

After many months of travelling, our weary heroes are nearly there. First, though, they must battle their way through scorching deserts, deadly pirate ships and hordes of Romans. If they succed then they can rescue Getafix!

Once they've gotten past the last level, they finally meet up with their old friend. The last level sees The two Gauls racing in a chariot whilst dodging spears and spikes. Leap out at the end and Getafix will land on the floor nearby.

For those of you who are too impatient, here's the end of the game! After long months of agony (for me not for you!) the adventure has come to an end! Asterix and Obelix have completed their mission and the Gauls have had their Druid returned to them. A feast is held in their honuor and lasts all night!



Start off the level by heading off to the right. Watch out for the cactus men on this section as they can be a right old pain! Punch them once and keep moving. Don't try to avoid the whirlwind, let it take you down.

Fall into the lower level and pick up the fire potion on the left. You'll slip and slide on the oily floor, so don't run too fast. Punch the flame bearing Romans and jump over the fire that zooms along at you! Keep hading right.

As in the Asterix level, the cactus men are a nuisance! Wait until he's near you and then either punch him or use your bounce attack. Avoid the spikey costume left behind.

Head right and you come across a raging desert whirlwind. There's no point trying to dodge it! Let it pick you up and carry Obelix over the edge to the next section.

Land in the lower level and pick up the menhir potion on the left. Try to use the menhirs to kill the Roman on the right. Jump the flames that come towards you!

Asterix 7-2: A fairly simple level, this one. Guide Asterix through the dark and dank pyramid to find the exit. Keep heading to the right to find both the key and the way out. Pick up the fire potion near the start or else you'll be completely in the dark! Throw potions in the badly lit areas so that they light up.

Taking the top route can lead to some red hot hassles! The sphinxs spit out boiling lava so watch your step! Landing on the edge of the platforms will ensure that you don't get your feet burnt! The platforms inbetween the statues will spin round. Land on them and then leap off quickly to avoid falling down a level.

Obelix 7-2: Virtually the same level as Asterix here. Remember to collect the fire potion at the start to avoid stumbling around in pitch blackness! Obelix must take the lower route here 'cos he's just too porky!

Head off to the right and use Obelixs head to smash through the grey blocks above him. Collect any goodies that fall down, then hop onto the bricks and drop down. Go right again or fall down again.

The lowest level fades to black, so use the fire potion to light your way. Punch the snakes for extra items and dodge the spikes in the floor. It's as simple as that!

Asterix 7-3: The end is almost in sight so don't lose heart! This level is split up into five sub sections that are really tough!

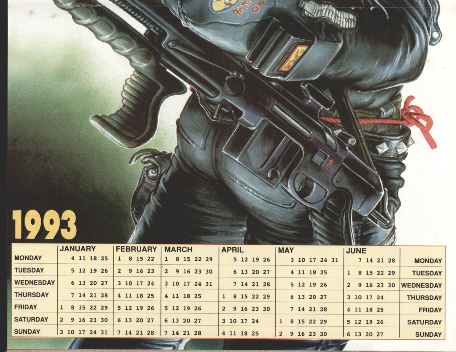
Each of the sub levels can be a tough nut to crack but keep your wits about you and you won't go far wrong! Head right to start off.

Stand on the sinking sand and let Asterix float down to reach the potion underground. Leap out and to the right.

Jump over the second quicksand pit and then make your way to the door. Punch the cactus man waiting outside and then enter.




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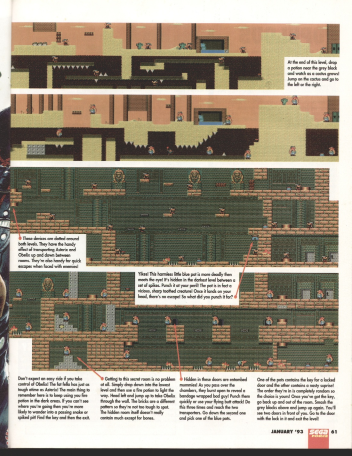


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THURSDAY	7 14 21 28	4 11 18 25	4 11 18 25	1 8 15 22 29	6 13 20 27	3 10 17 24	THURSDAY
FRIDAY	1 8 15 22 29	5 12 19 26	5 12 19 26	2 9 16 23 30	7 14 21 28	4 11 18 25	FRIDAY
SATURDAY	2 9 16 23 30	6 13 20 27	6 13 20 27	3 10 17 24	1 8 15 22 29	5 12 19 26	SATURDAY
SUNDAY	3 10 17 24 31	7 14 21 28	7 14 21 28	4 11 18 25	2 9 16 23 30	6 13 20 27	SUNDAY



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SUNDAY	4 11 18 25	1 8 15 22 29	5 12 19 26	3 10 17 24 31	7 14 21 28	5 12 19 26	SUNDAY



At the end of this level, drop a potion near the grey block and watch as a cactus grows! Jump on the cactus and go to the left or the right.

These devices are dotted around both levels. They have the handy effect of transporting Asterix and Obelix up and down between rooms. They're also handy for quick escapes when faced with enemies!

Yikes! This harmless little blue pot is more deadly then meets the eye! It's hidden in the darkest level between a set of spikes. Punch it at your peril! The pot is in fact a vicious, sharp toothed creature! Once it lands on your head, there's no escape! So what did you punch it for?

Don't expect an easy ride if you take control of Obelix! The fat fella has just as tough atime as Asterix! The main thing to remember here is to keep using you fire potion in the dark areas. If you can't see where you're going then you're more likely to wander into a passing snake or spiked pit! Find the key and then the exit.

Getting to this secret room is no problem at all. Simply drop down into the lowest level and then use a fire potion to light the way. Head left and jump up to take Obelix through the wall. The bricks are a different pattern so they're not too tough to spot. The hidden room itself doesn't really contain much except for bones.

Hidden in these doors are entombed mummies! As you pass over the chambers, they burst open to reveal a bandage wrapped bad guy! Punch them quickly or use your flying butt attack! Do this three times and reach the two transporters. Go down the second one and pick one of the blue pots.

One of the pots contains the key for a locked door and the other contains a nasty suprise! The order they're in is completely random so the choice is yours! Once you've got the key, go back up and out of the room. Smash the grey blocks above and jump up again. You'll see two doors in front of you. Go to the door with the lock in it and exit the level!

POPULOUS



Kerry and **Brian** from **Kilmarnock** enjoy playing God! Let's have a look at their hints and tips for this whopping mindbender...

At the beginning of the game, resist the temptation to use earthquakes etc against the computer. Concentrate solely on providing your players with flat ground to build on.

Beware of creating castles if you have only two or three followers. This creates the problem of low population growth. If your population growth's not quick enough, go to an advanced settlement and raise/lower the ground next to it. This lowers the the advance of the settlement and lowers the population creation threshold.

Even when you appear to be totally defeated, don't give up. Find an uninhabited area of the map and send your followers there by means of the Papal Magnet.

Earthquakes

While restructuring the land, earthquakes have limited use and are more of a nuisance. Concentrate on rebuilding earthquake damage rather than using them offensively.

Swamps are an excellent method of disrupting enemy terrain. If placed near an enemy Papal Magnet while in 'go to Papal Magnet' mode, it can dispose of a good few evil followers. This is one of the few effective countermeasures against enemy knights, especially when the computer starts building a large bridge across continents. Just swamp the bridge.

Knights

Don't create knights unless you have a large following with plenty of settlements. Creating good knights requires going to Papal Magnet mode until your leader merges with enough followers to make him powerful.

To bring a game to an end when your supremacy's near absolute, just create knights who dispose of the remnants of your enemy.

Floods

Floods are particularly useful on higher levels, where fast computer opponents attempt to overwhelm you from the outset. In such a situation, build mountains, level the top and send your followers there before flooding the world.

Volcanos

Volcanos put a spanner in your opponent's expansion works, especially if you insert two or three at a time, in and around the same spot.

A single volcano's not very effective against a fast computer opponent. Two or three keep him busy while you expand your own empire.

NINJA



Here's the solution to the whereabouts of the scrolls and a few extra tips thrown in for good measure. Thanks to **Christopher Dixey** of **Ipswich for this one.**

Level 1, Scroll 1: Simple really! After killing one of the ninjas your first green scroll appears.

Level 4, Scroll 2: As you head towards the boss, you find two lion statues. Fire at the left-hand statue five times. The scroll appears!

Level 6, Scroll 3: After passing the first group of houses, you come to a river with two bridges. Go over either of these and stand in front of the tree at the top of the section. Another scroll appears.

Level 8, Scroll 4: Go through the first gate on the right-hand side and head up. You come to a tree at the top right-hand side. Stand in front and your next scroll appears.

Level 9, Scroll 5: Go to the top right-hand corner and wait. There's the last scroll!

On the final level, keep going forwards. If you go backwards then forwards again, the same bad guys you just killed reincarnate

ARROW FLASH

Go to the options screen and set the arrow flash to charge. Go to the original screen and wait for the demo to finish. Once you're back on the title screen, start the game.

If the flash is stocked (it should've been charging), the trick's worked. Hold down [C] for a few seconds then let go. You now have a long-lasting arrow flash.

KABUKI MYSTICAL FIGHTER

Tips all the way from Singapore! **V Tan**'s an avid SEGA FORCE reader. Here are his wise words on *Mystical Fighter*. On the first level, when Kabuki reaches the front of the first house with four sliding doors, press Up and he's in a room with magic scrolls and food. Try kicking the corners or sides of the picture to get extra scrolls and weapons. You only have 40 seconds to do this.

REVENGE OF SHINOBI

How to defeat the bosses, from **Rhys Hughes** of **Essex**

Samurai: Go onto the left platform and keep somersaulting when he lowers his sword. Let rip with your shuriken!

Disco Ninja: Use fire magic and somersault when *he* somersaults. Keep firing your shuriken until he dies.

The Brain: Dodge the lasers and when the brain appears, somersault. Give him a taste of your shuriken. Repeat until he dies.

The Robot: Go onto the engine and, as he picks something up, bend down and shoot his head. Jump over everything he throws and repeat until dead.

The Lorry: Scroll two of the shooting things onscreen and use your fire magic. Dodge the bullets and shoot.

Spider-Man/Batman: Kill the Spider-Man impostor by jumping and shooting. When he turns into the bat, use fire magic then jump and shoot.

The Monster: Don't shoot this bloke. Just commit suicide three times and he should die.

Neo Zeed: In the background, you'll notice your girlfriend.

Keep shooting the holes in the wall then go over to the master.

When he throws his wig, dodge it. When he goes for you with his whip, hit him and run. Repeat this until he dies

TAZ-MANIA

On the title screen, plug in both controllers and press [A], [B] and [C] on both pads. While holding them all, press Start on controller one. You should hear a funny noise. Now start the game as normal. Press Start again to pause the game and [C] for a level select and [B] for invincibility. Now press Start again.

Thanks to **Paul Daly** of **Co Wicklow, Ireland**, and an anonymous reader who faxed this tip through.

■ STRIDER (MD)
May only be useful for folk with earlier Jap copies. For continues, press this combination when the grand-master laughs at the start: [A], [C], [B], [C], [A].
Neil Kelly, Newcastle-upon-Tyne

TERMINATOR

Your best bet to kill the Terminators in Level 1 is to crouch and fire. However, if they crouch quickly, jump over the bullets.

When you first go underground on Level 1, keep walking right until you reach the staircase, jump over and collect the machine gun.

Look for three bars with lava inside and shoot them. The bars are the time displacement unit. When you've shot it, get on to the lift which takes you to the top and Level 2.

Neil Ruppenthal, Nuneaton, Warks

GAME GEAR ALLEY

Each issue, there's a special column in the Pittstop dedicated to Game Gear users. Here you'll find a complete solution, or hints and tips on numerous handheld games.

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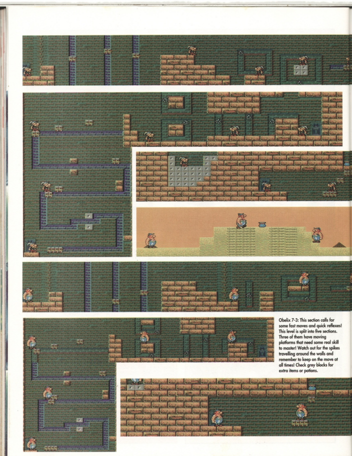
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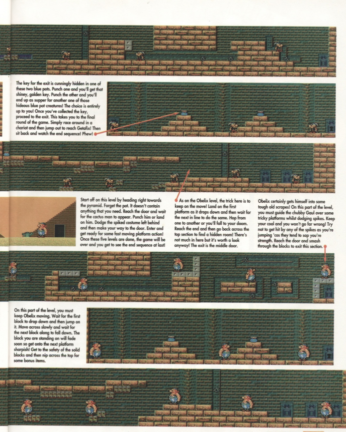
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Obelix 7-3: This section calls for some fast moves and quick reflexes! This level is split into five sections. Three of them have moving platforms that need some real skill to master! Watch out for the spikes travelling around the walls and remember to keep on the move at all times! Check grey blocks for extra items or potions.



The key for the exit is cunningly hidden in one of these two blue pots. Punch one and you'll get that shiney, golden key. Punch the other and you'll end up as supper for another one of those hideous blue pot creatures! The choice is entirely up to you! Once you've collected the key, proceed to the exit. This takes you to the final round of the game. Simply race around in a chariot and then jump out to reach Getafix! Then sit back and watch the end sequence! Phew!

Start off on this level by heading right towards the pyramid. Forget the pot. It doesn't contain anything that you need. Reach the door and wait for the cactus man to appear. Punch him or land on him. Dodge the spiked costume left behind and then make your way to the door. Enter and get ready for some fast moving platform action! Once these five levels are done, the game will be over and you get to see the end sequence at last!

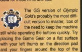
As on the Obelix level, the trick here is to keep on the move! Land on the first platform as it drops down and then wait for the next in line to do the same. Hop from one to another or you'll fall to your doom. Reach the end and then go back across the top section to find a hidden room! There's not much in here but it's worth a look anyway! The exit is the middle door.

Obelix certainly gets himself into some tough old scrapes! On this part of the level, you must guide the chubby Gaul over some tricky platforms whilst dodging spikes. Keep your cool and you won't go far wrong! Try not to get hit by any of the spikes as you're jumping 'cos they tend to sap you're strength. Reach the door and smash through the blocks to exit this section.

On this part of the level, you must keep Obelix moving. Wait for the first block to drop down and then jump on it. Move across slowly and wait for the next block along to fall down. The block you are standing on will fade soon so get onto the next platform sharpish! Get to the safety of the solid blocks and then nip across the top for some bonus items.

OLYMPIC GOLD

Have a butcher's at this little lot for the Game Gear and Mega Drive. Thanks to **US Gold** for these hints and tips.



The GG version of *Olympic Gold*'s probably the most difficult version to master, 'cos of the need to keep the machine still while operating the buttons quickly. Try placing the Game Gear on a flat surface with your left thumb on the direction pad and your fingers around the top of the case.

For the speed events, slide your index finger rapidly across the fire buttons, pressing each alternately. Depending on the size of your hand, you may find it more effective to use your index finger and second finger side by side.

If you're having problems using the button technique described in the manual, use this alternative:
Place the controller on a flat surface and slide your index finger between buttons [A] and [B]. Depending on the size of your hand, you may find it easier to use your index and second finger side by side.

For the events where button [C]'s needed, hold the controller with the lead facing you. This allows you to press [C] with your free hand.

In the **hurdles**, make sure you hold the controller with the lead facing toward you so you can use [C] to jump.

The key to success in **swimming** is restraint. Try to maintain a steady rhythm for the first three lengths, staying just in the lead. Use the other swimmers to judge the amount of effort to put into it. Partway down the final length, increase your speed and sprint for the finish.

Exactly where you begin this final burst of speed depends on how much energy you have left.

In the **hammer**, use the button technique in the manual. Hold the controller with the lead facing you.

Watch the demonstrations during the **diving**. At first, stick to simple dives.

In the **archery**, try using short controlled taps to guide the sight toward the centre of the target.

On the **pole vault**, place the controller on a flat surface and slide your index finger between buttons [A] and [B] for the run-up, then use your other hand to control the jump. Pause the game before each section of the vault to prepare your move.

■ SHADOW DANCER (MD)
For a level select, hold [A], [B], [C] and press Start on the title screen. Go to Start Practice for a level select.
K Clucleray, Leeds

■ WANI WANI WORLD (MD)
Press reset twice when the Sega logo appears to gain extra lives.
Neil Kelly, Newcastle-upon-Tyne

■ AFTER-BURNER (MS)
Switch on, press pause a hundred times before the demo. This gives infinite continues up to Level 17.

■ DARWIN 4081 (MD)
Enter the sound test and choose tune 32. Press [A], [B] or [C] a few times, where the number of presses is equivalent to the stage you want plus one.

■ BATTLE-GOLFER (MD)
From the title screen, hold [B] and Start together to get a music test.

■ AXIS (MD)
Choose [A] for option, [B] for select and [C] for hand. Now exit and immediately press reset. If you allow the demo to run to Level 5, you're able to take control of the robot from there!

JOHN MADDEN'S FOOTBALL '92

Check out the full lowdown on the teams in this corker from *Electronic Arts*. Sent in by, **Ian Firth** of **Reading**.

Minnesota

Unlike the Packers, their quarterbacks are a bunch of gibbering baboons! They're not brilliant attack-wise; however, they *are* unbeatable in defence. So to thrash this team, go for a passing-style game.

Chicago

An extremely tough bunch of guys, this lot. Their defence is slow and their passing's poor, but on the offence they're virtually unbeatable.

New Orleans

This team's worse than Hartlepool in English football — and that's saying something! They lack speed, passing and aggression. I reckon Mr Kipling could do a better job as quarterback! Avoid this team at all costs.

New York Giants

Brilliant all-rounders. They only lack in line area, which is covering passes. They have good running and passing abilities.

Green Bay Packers

A pretty sad bunch of lads, really! Their only good points are a kicker and quarterback who can kick and defend.

Washington

Not as strong as Chicago but similar style of play. Virtually unbeatable passing-wise so keep changing your style of play to defeat these guys.

Philadelphia

This team's quarterback is definitely **not** Mr Kipling — in fact he's quite the opposite! This team's an all-rounder. Block tactics are the best to use.

SONIC THE HEDGEHOG

Need to know where those extra lives are hidden on the original *Sonic*? **Gary Mullen** from **Darlington** puts you in the know!

GREEN HILL ZONE

Act 1: Jump over the first set of spikes then up by the tree.
Act 2: Go down until you touch the water then left through wall.
Act 3: Down the second pit then right.

BRIDGE ZONE

Act 1: On the second set of weights jump right.
Act 2: After the first falling bridge, jump past the fish and leap just a touch off the end of the bridge.
Act 3: No extra lives here, kids!

JUNGLE ZONE

Act 1: You'll see it on the waterfall.
Act 2: Keep to the left and you'll find it.
Act 3: In the water

LABYRINTH ZONE

Act 1: Near the end, you should find the switch near the spikes. Stand on them and the rings should turn into a life.
Act 2: Go past the robot on tracks then right. Drop left down the pit and left again.
Act 3: Past the robots.

SCRAP BRAIN

Act 1: On the second conveyor belt.
Act 2: Go down to the black arched door, fall down the pit and go left into the lift.
Act 3: Get to the conveyor belt then jump on the spring to the right. Repeat this and go down the pit.

SKY BASE ZONE

Act 1: Go past the cannons with the centre missing then drop down right.
Act 2: On the second plane.
Act 3: No lives here.

Time to rev up and race off into the sunset. Whatever you do, don't stop tipping! Remember, your hard work could win you big cash prizes! Send a snapshot with your tips and we'll make you famous. The address again is: PITTSTOP, SEGA FORCE, Europress Impact, Ludlow, Shropshire SY8 1JW. If you're writing to a particular section of the Pittstop, mark your envelope clearly. Keep smiling! See you in the New Year!


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UNIVERSAL SOLDIER

Our very own Van Damme and Lundgren, Mat and Paul, were gaggin' to get their battle-scarred hands on the MD conversion of this 'high brow' movie. Any similarities between the film and game, however, are purely incidental...

Above: The ultimate fighting machine in action! Armed with the latest in high tech weaponry, you must battle your way past a host of hideous creatures. At the end of most of the levels, you'll have to take on a tough guardian! Use all your skill and cunning to survive!

This story begins in the sweltering heat of a jungle. The year is 1969. The place, Vietnam. A special combat team have penetrated deep into enemy territory and encountered heavy resistance.

While pulling out, the entire team appear to be mysteriously killed. A young soldier, Luc Devreux (Jean-Claude Van Damme), is horrified to discover his comrades have been slaughtered by his now-psychotic sergeant, Andrew Scott (Dolph Lundgren). In a bloody last battle, they kill each other.

But this is not the end of their story.

The government freeze the bodies and in 1992, the two men are brought back to life as superhuman, indestructible warriors. They are now Universal Soldiers, the most perfect fighting machines ever created!

However, something's gone wrong and Devreux and Scott find their memories returning! Devreux leaves his home base to find his real life and the demented Scott's sent after him! As before, they must fight to the death and this time there can be only one winner!

You take control of Luc Devreux and guide him through 11 levels of high-tech action, gathering an array of power-ups to destroy the mechanical minions which hinder progress. Can you reach the end to take on the madman, Scott, or haven't you got what it takes to be a Universal Soldier? SF

SOLDIER ON...

SERGEANT SCOTT: You're first challenge! Stop the madman by jumping up to shoot him in the head. He'll soon retreat!

AUTO-CANNON: This devious mechanical device appears from the floor. Leap to either side and blast it as you go!

HELICOPTOR GUNSHIP: There are three of these flying horrors to destroy! Use the wall as cover and let rip with a well-aimed volley!

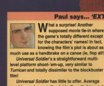
HUNTER-KILLER: This enemy races along the top of the screen spewing laser death! Use your jump/shot technique to finish him off!

UNISOL TRUCK: Stand your ground here and aim for the front of the vehicle. Avoid the soldiers as they come towards you.

ARMOURED CARS: The idea here's not to destroy the cars. Instead, leap over them and make it to the edge of the screen to finish the level.

SERGEANT SCOTT MK 2: The final guardian! He swoops down with his jetpack and unleashes some serious firepower! Use the jump technique!

Paul says... *'EXTREMELY ORDINARY'*



What a surprise! Another supposed movie tie-in where the game's totally different except for the characters' names! In fact, knowing the film's plot is about as much use as a handbrake on a canoe (ie, flop all!).

Universal Soldier's a straightforward multi-level platform shoot-'em-up, *very* similar to *Turrican* and totally dissimilar to the blockbuster film!

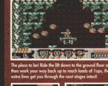
Universal Soldier has little to offer. Average graphics and a soundtrack ideally suited to a cute platform romp but completely out of place here help make it extremely ordinary.

Gameplay's also mediocre. There's very little incentive to complete *Universal Soldier*, although there's a password system which allows you to skip earlier levels. Both Mat and myself completed it on our second go and the ending's nothing short of pathetic.

It did make me laugh, however. Devreux's one inch high yet Scott fills the whole screen — and he's on a jet pack! Yes, that really was in the film, wasn't it?!

If you want a game like *Universal Soldier* you'll have to program your own — or direct a film that follows this game, heaven forbid!

PAUL 65%

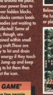


The place to be! Ride the lift down to the ground floor and then work your way back up to reach loads of 1ups, the extra lives get you through the next stages intact!

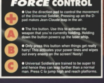


Below: Use your laser whip to clear a path through the honeycomb blocks. This is useful when creating steps or platforms to reach higher levels.





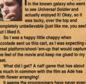
To find the extra weapons and icons dotted around the place, use your power lines to uncover hidden blocks. The blocks contain loads of goodies just waiting to be collected! Some of them, though, are contained within small flying craft.These are tricky to hit and drain your energy if they touch you! Jump up and keep firing to hit them then collect the icon.



FORCE CONTROL

- **+** Use the direction pad to control the movement of the Universal Soldier. Pressing up on the D-pad makes Jean-Claude leap in the air.
- **A** The fire button. Use this to activate the weapon that you're currently holding. Holding down the button powers up the laser whip.
- **B** Only press this button when things get really hairy! This activates your power lines and wipes out every enemy on the screen! Nasty!
- **C** Universal Soldiers are trained to be super fit and hence they can leap further than a normal man. Press C to jump high and reach platforms.

Mat sighs... *'NAFF GAME'*



I must be one of the few people in the known galaxy who went to see *Universal Soldier* and actually enjoyed it! Okay, so it was tacky, over the top and completely unbelievable (just like me, you see!) but I liked it.

So I was a happy little chappy when Accolade sent us this cart, as I was expecting a great platform/shoot-'em-up that would capture the feel of the movie and keep me glued to my seat.

What did I get? A naff game that has about as much in common with the film as Ade has with flower arranging!

It seems the programmers have never even seen the movie 'cos the game has absolutely no connection with it! For a start, I don't remember any killer bees, man-eating fish or giant spiders, let alone a 200-foot tall Dolph Lundgren (but then I did nip out for popcorn)!

The other annoying thing is that it's too much like *Turrican*. The similarity between the two games is frightening! Luc Devreux (what kind of a name is that anyway?) dashes around each level, picking up power-ups and extra weapons from inside hidden blocks.

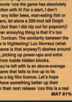
What you're left with is an above-average platform game that fails to live up to its potential as a big film licence. Let's hope Accolade have something better up their sleeves for their next release 'cos this is a real let-down!

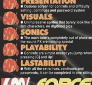
MAT 61%



Keep collecting weapons and power-ups if you want to survive the final battle!







SF Rating

60% PRESENTATION
- Options screen for controls and difficulty setting; continues and password system

64% VISUALS
- Unimpressive sprites that barely look like the film characters, no digitised pics

59% SONICS
- The main tune's completely out of place and the sound FX are nothing special

62% PLAYABILITY
- Controls are simple except you jump when pressing [C] and Up!

60% LASTABILITY
- With all the extra lives, continues and passwords, it can be completed in one sitting

63% FORCE
- A disappointing film game that lacks real appeal and forgets the movie plot



- PRODUCER: ACCOLADE
- GG: N/A ● MS: N/A
- MEMORY: 512K
- PLAYERS: 1 ● PRICE: £39.99



Are Ricky and Mary the new top pop sensation? Well, they've been known to have a bash on the Karaoke now and again but their day job sees them rescuing hostages from alien-infested ships!







ALIEN SYNDROME

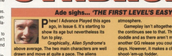
Just like Sonny and Cher, Peters and Lee and Simon and Garfunkel, Ricky and Mary are crap singers! Which is probably why they went into the rescuing business! And boy is business booming!

Four ships and their occupants need your services. You'd better get to it quick 'cos their lives are in real danger, thanks to an alarming increase in the alien population! Choose tricky Ricky or fairy Mary and blast off!

To help guide you on your way, call up the map to locate the hapless hostages. And if your puny pistol ain't enough, weapons pods containing a variety of guns and things are found on the spaceships' walls!

Aliens home in on you and chase you round the ship, slowing you down and leaving little time to do your job before the ship explodes.

Oh, didn't we tell you? The ships are wired up ready to blow so you'd better be quick or there's no more Sunday morning football for you!



Ade sighs... 'THE FIRST LEVEL'S EASY'

Phew! I Advance Played this ages ago, in Issue 6. It's starting to show its age but nevertheless its fun to play.

Graphically, *Alien Syndrome*'s above average. The two main characters are well drawn and move at quite a pace. The aliens themselves are pretty basic, but there's plenty of variety so who's complaining? The theme tunes are nothing Richard Clayderman would be envious of but add a certain amount of atmosphere.

Gameplay isn't altogether tricky at the start — the continues see to that. The first level's a bit of a doddle and as there aren't many stages, this is another GG release you could finish in a couple of days. However, it makes a change from the usual shoot-'em-up fodder.

I'm sitting on the fence as far as *Alien Syndrome*'s concerned. For all its good points, there are plenty of downers to balance them out. Think carefully before buying.

ADE 75%

GAME GEAR 99 **Reviewed!**

We all know the jokes about how to fit six elephants in a mini. But can anyone think of a punchline to 'how do you fit four games on a cart'?







The all-inclusive, super value, four-in-one cart squeezes onto the Game Gear! Four different games offering variety and excitement without the burden of carrying separate carts. Portable pleasure!

The four games are a *Columns* variant, a penalty shoot-out, tennis and a rally racing game.

The *Columns*-type game's very similar to the classic GG puzzler, except that columns now have to be four or more adjoining shapes. Not as tricky but more frantic?

The penalty shoot-out needs little explanation! Select the direction of the ball, height and power, take a run up and... LINEKER!! Re-live the agony and the ecstasy of the 1990 World Cup! After your scoring glory, take control of your goalie and stop their number nine blasting the ball into the back of the net.

Tennis doesn't take much explaining, either! Choose the skill of your opponent and the length of the game then its onto the centre court. Lob, drive and spin the ball all over the court but don't upset the umpire. He's a certain blue hedgehog — would you want to be on the end of a super-spin attack?!

The last game's a rally across a continent, in the *OutRun* vein. Race to each checkpoint through scenery like forest, desert and city. Watch out for sharp bends and rival racers — mistakes cost time! And time, as they say, costs money.

Choose your game and go!

Paul says... 'A MIXED BAG'

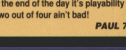
Sega have gone for a mixed bag and it's only half paid off. What have they done to *Columns*?! Why didn't they just include the original? The alterations make it totally unplayable. Yeuch! There's nothing worse than a dull puzzler. The penalty shoot-out's another raspberry. It reduces the beloved game of football (Albion! Albion!) to a series of options! You don't do that to football, no way! So, onto the games that make this bundle beautiful.

Tennis is pretty smart. Selectable difficulty level and set length coupled with good, flowing gameplay — a must for racket freaks (like me!).

Last, but by know means least, the rally racer. Very smooth car and road movement and a tough challenge make this one of the best GG racing games I've played.

Graphics and sound on all games are above average, so at the end of the day it's playability that counts. Two out of four ain't bad!

PAUL 70%





Paul grins... 'NOT BAD AT ALL!'

Flippin' aliens! Give 'em an inch and they take a galaxy! It's a good job *Alien Syndrome* lets you get your own back — and in some style, I might add.

This old blast-'em-cum-find-'em has done the rounds and finally come to rest on the GG. The graphics are nice, big and clear, and it's one of the few GG games that has speed without the all-too familiar blur. The sound's a bit farty but does its job.

The time limit gets you rushing around the levels looking for your hostages and really panicking! The aliens are semi-intelligent and pose a challenge, especially on later levels.

Moans? Only four levels means lastability takes a nose dive, but the difficulty level means it's not a total pushover. A two-player game via the datalink socket would've been nice.

But all in all, not bad at all. *And* it's one in the eye for those smart-arse aliens!

PAUL 83%

Left: Having problems with pink wrigglers? Use that gun of yours to blast the hell out of them!

As you can see, the passages are pretty maze-like, but with a quick push of a button, the map screen appears and the whereabouts of your mates are displayed.

Below: Keep your wits about you at all times, 'cos creepy crawlies trundle out of any and almost every passageway. Don't forget to use your special weapons and grab the power ups when you see them.

SF Rating

71% PRESENTATION • Nice title screen, no options but you can play Ricky or Mary

78% VISUALS • Nice throughout, colourful levels and disgusting aliens, especially the end-of-level bosses

68% SONICS • Adequate FX and tune, though they can sound bloody awful when mixed together

78% PLAYABILITY • Simple controls and gameplay make this very accessible!

72% LASTABILITY • Only four levels — accomplished gamesplayers will find it easy. Level bosses are no pushovers!

79% FORCE • Good Game Gear release, showing off the machine's capabilities

- PRODUCER: SEGA
- MD: N/A • MS: N/A
- MEMORY: 128K
- PLAYERS: 1 • PRICE: £29.99

4 IN 1

Above: Sonic watches over your tennis game. He's got a beady eye, so no cheating!

Try and overtake your opponent (left) on the racing game. Keep off the roadside and watch those trees!

Ade moans... 'NOT ONE I CAN RECOMMEND'

Question: Do you buy a four-in-one cart for just two games? Answer: No, you flickin' well don't!

The best of the bunch is the racing game, but even that's a poor man's *OutRun*. The graphics are fine, the scrolling's good, but there's nothing new and I'm sure most GG owners have already got *OutRun* or something like it in their collection.

The tennis game's not bad. Nice to see Sonic does something other than collect rings! The computer opponents are good and controls are pretty easy. Change the speed and direction of your shots with the D-pad and buttons. Graphics are what you'd expect from a tennis sim and animation's pretty good.

The football game's crap! A penalty shoot-out and that's yer lot. The whole caboodle goes on forever. Waste of time!

The *Columns* variant adds a little to the tried and tested formula but I've had my fill of these puzzlers for one year.

Some of the games on *4 In 1* have been available on import for ages so check you haven't already got 'em in your collection.

Not one I can recommend.

ADE 57%

SF Rating

51% PRESENTATION • Difficulty, speed and stage options on *Columns* clone; stage and set select on tennis game

54% VISUALS • Nice graphics on racing game and tennis, bland on footy and puzzler

52% SONICS • Weak, Japanese cutesy tunes on most. Good theme on racing game. Crowd FX in tennis

51% PLAYABILITY • They're all easy to control. Tennis has a several movements. Forget the football game!

49% LASTABILITY • Two out of the four are worthy of a play. No long term challenge

63% FORCE • Two games let it down badly. Think seriously before buying

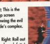
- PRODUCER: SEGA
- GG: DEC • MS: N/A
- MEMORY: 256K
- PLAYERS: 1 • PRICE: £29.99

MEGA DRIVE md **Reviewed!**

Shaken not stirred! Sounds like the SEGA FORCE lads after a night on the town! Domark bring the dashing dude to the Mega Drive in fine style. Hang on a minute, what's Grace Jones doing here?!



Left: Those security guards are mean muthas. Time your entrance and exit carefully, 'cos if you run onscreen when a bad guy's in your vicinity, he turns around and pumps you full of lead. Here, James is about to let rip with his rifle. When the guards die, some leave behind ammo. Grab the bullets before they disappear for good. Each baddie takes about two hits.



Left: This is the map screen showing the evil dude's complex.



Right: Roll out the barrel, fatty!



Those Putney perils, Domark, are renowned for their James Bond tie-ins. *The Duel*'s their first crack at a Bond Mega Drive title.

This one's not based on any particular 007 movie. Bond's arch-enemy has marshalled his forces for one last attempt at world domination. To add insult to injury, he's kidnapped one of Britain's finest academics, Professor Michael Jones, and his daughter, Sarah, along with a bevvy of buxom beauties.

As a suave, sophisticated Timothy Dalton wannabe, you must rescue the hostages held on an oil tanker, in a jungle, volcanic caverns and a space shuttle. In Level 1, for example, you race around a tanker saving hostages from a fate worse than death, find and plant a huge bomb and get off the island as fast as your little legs'll carry ya!

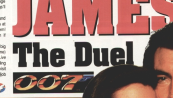
The enemy complex is full of platforms, ladders and security guards with murder in mind. Use the weapons at your disposal to blast the pooh-pooh outta them! Climbing ladders is easy. You can slide down 'em if there's a baddie on your tail.

Not content with small minions, the villain's placed big basts at the end of each level. Jaws (of *Moonraker* fame) appears at the end of Stage 1. In the forest section, *Live and Let Die*'s Baron Samedi blasts onscreen, wielding knives like there's no tomorrow. There's a fleeting visit from Mayday and, on the final zone, good old Oddjob from *Goldfinger* makes an appearance, hats and all!

Fighting, shooting, swinging on vines, leaping lava pools — is there nowt Mr Bond can't do? SF

JAMES B

The Duel



Ade smiles... 'IT OFFERS A GOOD CHALLENGE'



Domark produced *James Bond: The Duel* from start to finish, programmed by their own boffins at The Kremlin (sic). What a jolly decent job they've made of it, too!

The first thing that hits you is presentation. The title screen's pretty impressive, although Timothy Dalton may sue on the grounds of ugliness! He's a little squashed! The map screen, mission details screen and high score table are all fairly slick.

The graphics are bold and colourful. The main sprite's a fair representation of the ultra-cool hero. Folk walked into the room while I was playing *The Duel*, saw what was happening and cried, 'Oooh! Is this James Bond?'

There are only four levels but gameplay and visuals would suffer if more stages were included. Domark have changed the game slightly since we previewed it — the first level's a touch trickier.

Animation's not the best I've seen and Bond doesn't move as quickly as I'd like, but frankly (his name's James, not Frank! —Ed), this isn't a disaster.

It offers a good challenge and it wasn't long before I was engrossed. I like the way James uses the scenery to his advantage, hiding in doorways and tree trunks to avoid the guards — a great idea!

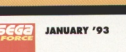
There's something for both platform *and* shoot-'em-up fans here. Shame about the lack of levels, but then I'm a greedy little beggar!

Gimme a Walther PPK, a full ammo clip and a dry Martini and I'll be happy!

ADE 81%









Mat observes... 'VILLAINS LOOK LIKE SCREEN COUNTERPARTS!'

Look what they've done to our Bond! The last time I saw this game I was well impressed with the smart gameplay and all-out manic platform action! What's happened since then, eh?

Domark have made a few changes to make *Bond* tougher and the result's disappointing. For a start, the controls seem a lot stiffer (missus!). This means that actions like ducking or shooting take ages to make.

The other main difference is you have to find all the hostages first then find the bomb and get outta the place before it blows! Unfortunately, if you get shot or stop for a tinkle, you'll find yourself back at the start with a nasty case of sunburn! I managed to get to the last level when I first played *James Bond* and now I have a job getting off the second!

On the plus side, the graphics are top notch and the sprite animation's superb! All the characters move very smoothly and the villains actually look like their screen counterparts.

If this kind of Bond-age is your cup of tea, all well and good! If not, look elsewhere for your kicks!

MAT 78%

Above: James finds a quicker route through the tanker on a lower level. Leap across these boats that hang from the side of the craft. Make sure you blast that bad guy first. You may fall into the water and meet the sharks!

Left: This is Level 2. Having successfully rescued all the hostages and planted the bomb on the tanler, there's just time to play Tarzan! Bond swings from vine to vine and leaps platforms built into the trunks of trees. Those henchmen don't let up, though. There are still plenty of the blighters to kill. The top-left hand corner displays the number of girlies who still require rescuing. Get cracking, Jamesy, there are seven left!

007 SECRETS

AMMO: These extra cartridges appear when you kill a security guard. They stay onscreen for a limited period. Grab 'em quick!

BOMB: After rescuing the girlies, it's time to plant the bomb on Level 1. You'll find it near the very top of the tanker, on the far right-hand side.

GIRLS: James likes his women! On each level there are different number of beauties to rescue. Run over them and listen to their sighs of relief!

GRENADES: Looks like Bond got mashed before he picked up the grenades. They come is a suitcase-type container. Limited supply.

SECURITY GUARDS: These nasty pieces of work stroll around firing willy-nilly. Hit 'em a couple of times and grab their ammo.

SCIENTISTS: These pop up on Level 4. They're like the security guards only tougher to beat. There are plenty of 'em in the first section.

SHARKS: To prevent James from swimming right to the end of the level, sharks are found in the water. Once they grab you, it's hard to escape!

Above: One of the clever tricks the programmers have included is Bond's ability to hide in doorways. If a nasty bast races onscreen, he won't spot James. Now come out of hiding and blast his ass! KABOOM!

Above: Level 1, the start of your mission. You arrive on the tanker via a jet-pack. Think you've got what it takes to play? *The Duel* should be in your shops now!

SF Rating

80% PRESENTATION
● Good intro, demo, map screens, skill levels, sound test, and weird high score screen!

82% VISUALS
● No threat of levels looking samey. Crisp, colourful stages, nice sprites and animation

80% SONICS
● Funky James Bond theme. Soundtracks on each level. 'Oomph!' and 'Oooh!' FX, firing noises

79% PLAYABILITY
● A touch hard. Bond can be unresponsive at times. Not bad overall

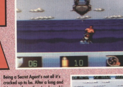
75% LASTABILITY
● A challenging platform and ladders game, sometimes frustratingly difficult. Only four levels

80% FORCE
● A challenging game, slick and well produced, but lacking in levels

● PRODUCER: DOMARK
● GG: MAY ● MS: APRIL
● MEMORY: 512K
● PLAYERS: 1 ● PRICE: £39.99

OUTRUN EUROPA

GAME GEAR 99 Reviewed!





Being a Secret Agent's not all it's cracked up to be. After a long and tiring car chase, there's a hop, skip and a jump across the ocean. Dodge other boats, rocks and helicopters. It's a nightmare! Trains and boats and planes! We know a song about that!

We're on a mission from God! Secret documents vital to the nation's security have been pinched. Some dozy prat left them in his unlocked car! The Deadheads go in pursuit.

When you're a spy, you generally have a lot on your plate. What with killing enemy spies, trading information and trying to keep your name out of the papers, you're bound to forget something.

Unfortunately, you forgot to lock your car — which just happened to contain secret papers! If they fall into the wrong hands you might not have a country to protect!

Another big mistake was to tell your boss 'cos he's put out a warrant for your arrest! The only course of action left open is to chase your car and retrieve those papers, quick smart!

OutRun Europa's a cross-country, bump-off baddies and stay-on-the-roads game, with a little police-dodging thrown in for good measure!

You first give chase on a motorbike, then jet ski, the odd Porsche or Ferrari and a speedboat. Turbos give that extra burst of speed to keep within the time limit, and your standard-issue pistol's ideal for fending off the odd helicopter pilot! You can pick up bullets and shields along the way but you've gotta spot 'em quick!

The enemy organisation's minions constantly try to ram you off the road but you can give them a hefty shove so they taste hedge row!

Don't dawdle or you won't make the ferry. And remember, don't let the cops pull you over — it's a heavy fine if they see your bald tyres! And to quote the old TV commercial, 'It's a flickin' awful contribution to road safety'!

Paul yawns... *'IT FAILS TO EXCITE'*

I drove all night to get to you! Actually, it was to get back from flickin' Ludlow but that doesn't fit song! The latest driving game roars onto the Game Gear with extraordinary averageness! Although US Gold haven't put a foot wrong with this conversion — the road and scenery graphics are very good and sonics are decent — it fails to excite purely because the plot's very outdated.

The idea of driving down roads, bumping off the odd car and using the odd turbo has now, I fear, reached the end of the road (groan!). All of *Europa*'s ideas have been used before on different games and different formats.

Of course, if you happen to enjoy these games, you'll love *OutRun Europa*, but if you've grown out of these shallower racing games, you'll appreciate this about as much as a group of Korean clifftop monks!

PAUL 68%



Mat yells... *'FAST AND FURIOUS!'*

Cor, this takes me back a bit! I previewed this little beauty way back in the mists of time (issue 7, to you lot!) and US Gold have finally seen fit to launch it!

OutRun Europa has the potential to be a real GG hit! Yep, there's more than enough seat-of-the-pants action to satisfy even the biggest adrenalin junkies!

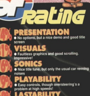
Remember to keep a firm grip on those handlebars as you take corners at high speed while dodging pursuing cop cars! Skim across the ocean on a swift jet ski and avoid treacherous helicopter fire! Lose all your shields and meet a speedy death! See what I mean?

Fast and furious action coupled with some t'riffic graphics mean this is a real treat for all GG owners. The sound's a bit tinny but the FX are good enough to add a little realism.

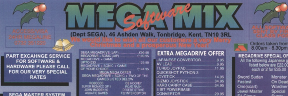
The only gripe I have is the lack of continues, which makes *Europa* a bit too frustrating. However, the use of different vehicles, fast pace and sheer skill needed to complete the game more than make up for it.

Give *OutRun Europa* a spin, it's a corker!

MAT 79%







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Remember kids, a dog's not just for Christmas — if you're lucky, there'll be a bit left over for Boxing Day! While we're on the subject, why not pop Core Design's first Mega-CD title into your Chrimbo stocking? You won't be disappointed!

First Alex Kidd, then Sonic and Taz. Enter **Sega**'s latest and greatest hero — WonderDog! This is the Mega-CD title we've all been waiting for. Wanna know why? 'Cos it's flickin' brillant! The intro sequence sets the scene. A wee lad and his dog, playing happily in a meadow. Not a care in the world. Throwing sticks, having a picnic — footloose and fancy free.

But things turn sour. The blue-eyed boy has to go home and his dad won't let him keep the dog. Tragic!

Hang on a sec — all is not lost! You see, our canine friend comes from another planet. There ain't nothing this four-footed ball of fluff can't do!

In order to return to the picnic and the joys of domesticity, WonderDog (kitted out in full superhero regalia) must race through seven perilous levels, defeating some of the weirdest creatures seen on a **Sega** machine!

WonderDog doesn't yap to scare his adversaries, he flings a wad of magic stars at 'em! The longer the joypad buttons are pressed, the higher the stars fly.

En route there are wings to collect, boosting WonderDog's energy, happy pills to pop, revealing hidden platforms, whirlwind icons to grab, sending Wondy into a spin, and radioactive bones which boost the hero's score and lives.

Infinite continues and a password system are included, just in case Planet Weird leaves you feeling a little strange. Yep, there are some curious level names and plenty of creepy mid- and end-of-level guardians.

Try these for size: a humungous alarm clock that goes cog crazy, a Nora Batty lookalike with a huge rolling pin, and a scarecrow that's a far cry from Worzel Gummidge. Oh, it's a dog's life, that's for sure!

Prepare to be amazed. Watch and read as our Deadheads make no bones about this one! (Groan! —Everybody in the World.)



MEGA CD Reviewed!

WON

DOGGY DOINGS!

WINGS: There are plenty of these scattered around, but there's never a pair when you most need 'em! They bump up your energy level.

JEWELS: You'll see these everywhere. Grab them to increase your score. They come in all colours and are usually hard to reach.

SIGNPOSTS: A Sonic idea, this one. Race over a signpost and the top flips up. When you die, you start the game from the last post you touched.

BONES: Every dog loves a good gnaw! If your bone counter reaches a hundred or more, there maybe an extra life waiting round the corner!

WHIRLWIND: Something Taz would be proud of! Not many of these, but grab one and knock the stuffing out of bad guys that get in your way.

HAPPY PILLS: These are very rare. Find one and you're zonked out! Platforms that were once invisible suddenly appear!

EXTRA LIFE: Not many about. Usually they're on high platforms that can't be reached unless you eat a smiley face. Keep your eyes open!

Ade barks... 'SUPERBLY DETAILED'

This game is absolutely amazing! I think I said the same thing about *Thunderstorm FX*, but *WonderDog* beats that into a cocked hat (see, I told you the games were getting better!).

This is the Mega-CD's answer to *Sonic*. The graphics are gob-smacking. Everything about this game screams class!

***WonderDog*'s produced by Core Design, the guys and gals who converted *Chuck Rock* and *Corporation* to console. For their first CD title, they've really pulled out all the stops. Gameplay's incredibly fast and, surprise surprise, totally addictive!**

Each stage is split into two, three or even four zones. The clever thing is, there are several different routes through each level, so every time you play, you come across a pathway you never knew existed. Eat a few happy pills and yet more secret levels and platforms appear.

All sprites are superbly detailed and animated. WonderDog himself pulls a number of faces depending on his situation. Try racing under narrow gaps and see what he does! The backdrops are cracking and get a load of the eight-way scrolling! Woof woof!

Each level has its own CD soundtrack and plenty of sampled sound FX. There's a Homer Simpson 'doh!' from our friend when he gets hit and sheep bleat when doggy-chops runs through the meadow.

The passwords and continues make *WonderDog* a *bit* easy, but even if you complete it you'll want to play again, to find the secret passages and hidden levels (see if you can locate the fairground stage!).

This is the game to persuade you to get a Mega-CD. Stunning!

ADE 92%



Mat howls... *'THE BEST MEGA-CD GAME!'*

WonderDog is, without a shadow of a doubt, the best Mega-CD game I've seen! These silvery diskettes just keep getting better! You can tell Sega are finally getting to grips with all this high-brow technology and finally know what they're doing!

The obvious differences with a CD game are the sound and graphics. *WonderDog*'s intro sequence is a riot! A cartoon shows him crash-land on Earth, adopted by a small boy then left to fend for himself. Unfortunately, the speech is in Japanese so get those language tapes out, kids!

The in-game music's perfect CD quality. Add the amazing sampled speech and you're left with mindblowing sound!

There's a strange kind of *Sonic* feel to the game. The first level has three sections and is called Bunny-Hop Meadow (Green Hill Zone?). WonderDog himself nips around pretty quick but he's not quite as fast as old spiky-back.

As there are only a few levels, *WonderDog* can be completed quickly if your an ace game-freak (of course you are!). I shan't reveal the ending but it sure was a disappointment! CD games should improve as the months go by but this is well worth havjng anyway!

MAT 86%

Left: This is Planet Weird. Watch out for the monkeys with umbrellas up their bottoms. Here you fly from ledge to ledge on a gloworm-type creature. Avoid the invisible men on Stage 3.

This cheesy looking planet's swarming with alien life forms. Watch out for the UFO's.

Wonderdog's just located one of the happy pills! He momentarily zonks out while the pills fly everywhere. Now, ledges appear throughout the level that were once hiodden. This is Stage 2.

SF Rating

88% PRESENTATION
- Storming comic book intro, animated sequences, static shots, continues, passwords

95% VISUALS
- Cartoony sprites, some incredibly weird. Smart backdrops, superb animation and scrolling

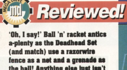
93% SONICS
- Spoken intro (Japanese!), smashing in-game tunes. Excellent sound FX — listen for the sheep!

93% PLAYABILITY
- First few levels are easy. Planet Weird's a nightmare! WonderDog's fairly easy to control

84% LASTABILITY
- Some bosses are easier than others. Continues make things easy; can be completed quickly

89% FORCE
- A visual stunner and extremely playable. Plenty to keep you playing

- PRODUCER: CORE DESIGN
- GG: N/A ● MS: N/A ● MD: N/A
- MEMORY: CD-ROM
- PLAYERS: 1 ● PRICE: £45



Dirty devils! Three linesmen (pah!) squat down in the hope of getting a peek at the girly's knickers when she jumps up to return a high ball! Disgusting! And they're supposed to be professionals! So much for the quality of tennis associations' screening processes! It's supposed to be such a clean sport, too!

Reviewed!

'Oh, I say!' Ball 'n' racket antics a-plenty as the Deadhead Set (and match) use a razorwire fence as a net and a grenade as the ball! Anything else just isn't menacing!

JENNIFER CAP

Important for tennis and young Jennifer Capriati, 1990 was the year when one of the most talented rookies in the world began her professional career. Now she's inviting you to challenge the top players in the world and become 1993 Tennis Champion!

To hold the championship crown you must win four major tournaments: the Sydney Open, Paris Open, London Open and the Florida Open.

There are various options available, enabling you to play different one- or two- player matches. Players are chosen from the top 12 male and female players in the world. One-player mode allows you to compete against another opponent, the computer or watch a match between computer opponents.

Two-player mode allows a lot more. Team up with a friend and play against the computer, play against a friend with a computer teammate each, play against a computer team with one computer teammate or watch a computer-controlled match!

Phew! Almost as tiring as the game!

Mat cries... 'FUN AND FROLICS!'

Look out your window. What's the weather like, eh? It's crap! Yep, winter's here, bringing grey skies, thunderstorms and no decent films on telly!

Well now's your chance to nip back to the lazy days of summer and experience the fun and frolics of professional tennis (gosh!)!

Jennifer Capriati Tennis is a stonkingly great sports game that'll have you hooked faster than a turbo-charged herring!

Gameplay's good and a wide range of shots are available. The ball can be lobbed, sliced or grilled in a white wine sauce! With a well-aimed shot, the ball can be sneakily sent into the corner of the court and those points are yours! 40–15!

The sprites have some realistic moves as they dive for the ball or just gently tap it over the net. Sound effects are dead smart and there's even some nifty sampled speech to add to the realism.

So, as my old ma used to say, 'Stop making that racket!' and give *Jennifer Capriati Tennis* a spin! You'll find love!

MAT 77%

Reviewed!

WHEEL O

Big money! Big prizes! I love it...! Hang on a sec, haven't we heard that somewhere before? This time around, the SEGA FORCE Deadheads aren't up against mutant men in big, beefy tanks, just a rather delectable hostess in a big, beefy dress!

You've probably seen the British version of this gameshow at some time or another. Its roots lie in America and just happens to be one of the most popular TV programmes in the States. Whether its the game that attracts huge audiences or the hostess, blonde bombshell Vanna White, remains to be seen!

The Mega Drive version from Gametek follows the TV show quite closely. Word puzzles appear on a huge letters screen. The idea's to reveal letters hidden behind rotating tiles and guess the hidden phrase. It could be a place, thing, person's name, famous quote or saying.

To gain access to the board, you must first spin the Wheel Of Fortune! Stop the counter to determine the speed of the wheel and let rip. Time to win loads of dosh, bankrupt yourself, earn a free spin or lose a turn (shame! —Prod Ed).

If the spin's to your advantage, you get to choose letters of the alphabet. If you've a big enough wad, why not buy a vowel? These are the most productive letters, that's why they cost money! Your turn lasts until you choose a letter that isn't in the phrase.

If you thrash the pants off your opponents after three rounds, you take part in the bonus stage. A few letters of a phrase are seen and you have to guess the rest within a time limit. If you're successful, there's a car, vacation or cash prizes to take home.

To be honest, we'd strap Vanna White to the roof rack, any day, but a Lamborghini would do just as well, thank you! A pity these are just titchy graphic representations of the real items, but what do you expect for 40 quid?!

Ade poops... 'YAWNSOME AND REPETITIVE'

Marshal must have a thing going with Vanna White 'cos he raved about *Wheel Of Fortune* in Issue 7. Unfortunately, I found the whole concept dreadfully boring! There are two ways you can improve *WOF*'s gameplay. 1) drink a couple of intoxicating beverages (only if you're 18 or over, mind!), and 2) play with a group of friends. This is definitely a game for parties.

Initially, *WOF* raises a smile as you watch the wheel spin, the contestants clap and Vanna strut her funky stuff. But continuous letter-guessing and phrase-solving soon become yawnsome and repetitive. Even Vanna's costume changes couldn't lift me from the depths of despair!

There are a couple of programming faults. I sat behind my rostrum with not a penny to my name, landed on the 'bankrupt' section of the wheel only to be told, 'Sorry Ade, you've lost all your money!' I didn't *have* money to lose! And why does Vanna clap when you choose a wrong letter? Strange!

The applause sounds like someone dropping crockery and the noise of the wheel spinning's akin to a Geiger counter! Nice graphics, but *Wheel Of Fortune* doesn't make a good console game. One for party animals only.

ADE 59%



Paul croons... *'A DREAM TO CONTROL'*

This is only the second tennis sim to be released on the MD and it's most magnificent! Renovation have done a grand job — this is the closest you'll ever get to giving Miss Capriati a good thrashing (oo-er!).

The graphics are very good. Unlike previous tennis sims, as long as you're in striking distance and swing the racket, you'll hit the ball. Where and how hard depend on you, as the ball's speed, height, spin and direction are all decided using the [D]-pad and buttons. Sounds complicated? No way! *Capriati Tennis* is a dream to control.

There are loads of options, loads of sound FX and loads of fun to be had smashing and lobbing balls to your heart's content! So do yourself a favour, write to Santa and beg him to send you this as a stocking filler! You won't make a Becker choice!

PAUL 92%

PRIATI TENNIS

Left: 'Yes, yes, I've done it! I'm the winner! The best, the cham-peen!' No one had the heart to tell little Jenny she'd just thrashed the pants off a tailor's dummy.
Above: Choose a match, opponent and court surface and play away!

SF Rating

85% PRESENTATION
● Good use of menus lets you pick various tournaments, player options and players

82% VISUALS
● Smooth player movement, ball moves in a realistic manner

80% SONICS
● Between-game music is OK, sampled umpire speech is put to good use

87% PLAYABILITY
● Easy for novices to get into but a challenge even for tennis aces!

85% LASTABILITY
● Play on your own then team-up for more hard-hitting action!

84% FORCE
● A brilliant tennis sim that'll prove a challenge for any Wimbledon wannabe!

● PRODUCER: RENOVATION
● GG: N/A ● MS: N/A
● MEMORY: 512K
● PLAYERS: 1-2 ● PRICE: £39.99

F FORTUNE

Let A Smile Be Your Rockin' Umbrella?! What kind of phrase is that?! Hardly in common usage! Americans, eh?

'Yes, contestants, these are just a few of the prizes you could take home if you solve the hopelessly simple clues!'

Paul scoffs... *'HARDLY A SPECTATOR SPORT!'*

All the glamour and the glitz of America's top quiz show have been bundled into a plastic box and are now available to the humble British Mega Drive owner. To be honest, *Mr & Mrs* would've made for a more interesting game!

There's nowt actually *wrong* with it. The graphics are big and bright, the sound and sampled speech are very good, but I can't see *Wheel Of Fortune* ranking as an all-time classic console game! It's hardly a spectator sport, is it?

The quiz show relies on hyped-up, fast-paced action with a gullible studio audience reacting to idiot boards and quick-fire 'humour' from the host. All this is lost on the Mega Drive.

If you like the show you might squeeze an ounce of enjoyment from this offering. Just don't expect to win anything other than the satisfaction of beating the computer!

PAUL 65%

SF Rating

62% PRESENTATION
● Spinning wheel intro, change pad option, timer speed, digitised studio shot

65% VISUALS
● Nice Vanna sprite — watch her wiggle! Good contestant screen, wheel and board

54% SONICS
● Poor title tune, crowd noise and wheel spin. Good speech, nice American accent!

65% PLAYABILITY
● Easy to get into, game options nicely laid out. The pointer's a bit slow

58% LASTABILITY
● One for family gatherings. Play on your own and beat the computer every time!

62% FORCE
● A decent game that provides a few laughs but soon gets boring.

● PRODUCER: GAMETEK
● GG: TBA ● MS: TBA
● MEMORY: 512K
● PLAYERS: 1-3 ● PRICE: £39.99



MEGA DRIVE md **Reviewed!**

Facing an agonising decision between clifftop and Cliff Richard, the Deadheads choose the less painful option and plunge 100ft into the sea! On the way down they catch up a few lemmings who forgot their brollies!

AAAGH! What a horrible dream — *Living Doll* rereleased! Perhaps lemmings are plagued with the same dreams and are thus driven to suicide.

The cuddly and totally thick creatures have at last dropped onto the MD. Can you stop these manically-depressed rodents or will they completely out-wit themselves and wipe out the entire race?!

Again you must guide your flock through 180 levels of suicidal fun, ensuring a stated percentage of lemmings survive each level. To steer their course through destiny, you take the role of careers adviser and set lemmings occupations suited to the current problem.

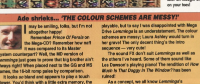
If there's a large gap, create a builder lemming to construct a bridge. If there's steep cliff, create your equivalent of Chris Bonnington to climb it! And so on.

For every problem there's a solution. Most tasks require the use of various types of lemming, often needing two or more lemmings doing different tasks at the same time. Pretty frantic stuff!

To help ease you into the game, there are five difficulty levels, ranging from Easy to Present, a level created by Sunsoft and recommended for only the most proficient lemming saver!

To add further appeal, a two-player game's been added! The screen's split in half and you and a friend attempt to not only guide your roving rodents home, but also to try and stop your opponent's lemmings from reaching their haven.

One little tip: pay attention to the little snippet of info at the beginning of each level, it may just save a few lives!



Far Left: Watch out! That Lemming looks as if it's going to go walkabout. Just make sure you give it a brolly first!

Left: This is one of the easier levels to get to grips with. Just pick out the umbrella icon and make sure each Lemming is decked out with one before it takes the big plunge. On early levels, your choice of icon is limited, so you know what to pick. It gets much more hectic later on though. Stay on your toes!

Ade shrieks... *'THE COLOUR SCHEMES ARE MESSY!'*

I may be smiling, folks, but I'm not altogether happy!

Remember *Prince Of Persia* on the Mega-CD? Remember how naff it was compared to its Master System counterpart? Well, the MD version of *Lemmings* just goes to prove that big brother ain't always right! When placed next to the GG and MS games, the 16-bit romp pales by comparison.

It looks *so* bland and appears to play a touch slower. You'd think with a little extra memory, the sprites would've been a touch bigger and the backdrops a touch smarter. But no, things ain't changed in the slightest and, for an MD game, that's bad news.

Okay, so we know it's addictive and incredibly playable, but to say I was disappointed with Mega Drive *Lemmings* is an understatement. The colour schemes are messy; Laura Ashley would turn in her grave! The only decent thing's the intro sequence — very cute!

The sound FX don't suit *Lemmings* as well as the others I've heard. Some of them sound like Les Dawson's playing piano! The rendition of *How Much Is That Doggy In The Window?* has been ruined!

As a concept, we all know *Lemmings*'s brilliant. MD owners now get the chance to experience those little green critters first hand but MS and GG owners can look down their noses and know the 8-bit version's definitely the better game.

ADE 77%





LEMMI



DON'T DO IT!

Liquid Death: No matter what colour those bubbling liquids are, keep your Lemmings away from them at all times. Nasty stuff

One-way Walls: Try as hard as you like, you can't dig through these things unless you follow the direction of the arrows

Twister: Let your Lemmings anywhere near these and they meet a very grisly end. Take another route or block them off securely

Flame-Throwers: Thankfully, most of these are placed out of harms way. Use bombers to create a path to avoid the ones that aren't

Death-Pads: Ouch! If a Lemming stands on one of these, it's mincemeat time. Again, block it off or choose a different route altogether

Plungers: Those corridors may look safe, but wait until you try walking down them! Work out another route or lose your flock

Sometimes it's better to herd up your flock and keep them out of harm's way for a while. Keep a couple of workers spare to do the digging, building and whatever else has to be done to get home, then blow up the blocker and set the others loose!

Above: Only two Lemmings to bring home on this level, but it ain't as easy as it sounds! If they fall off those columns, they're done for, so keep them busy with the trowels until they clear the gap. As long as they walk off in the right direction, you're safe.

Left: Yes, well we can't win every time, can we? If you find yourself in a no-win situation, the best thing to do is just nuke everything on-screen and try all over again. It's OK, those Lemmings don't hold it against you!

Paul Rants... *'TRY THE MS!'*

Hmm! How do you rate a game which is fantastically playable but not a patch on what it should've been? How can the MS and GG versions of *Lemmings* be ten times better than this one?! Somehow MD *Lemmings* is really good yet a shadow of its 8-bit compatriots!

Let's start with the good points. Sunsoft have added two extra difficulty settings, totalling over 50 new levels, with a grand finale on completion of the very last level! The new levels see lemmings decked out in baseball caps and guided along new, complex landscapes.

Another major plus is the two-player game, which is a bloody great laugh and good for years of gameplay.

Sadly, here come the downers... The sound's very poor. One of the bonuses of the MS version were the bouncy themes which made you want to play each level. They've been given the inevitable 'once over' and now sound like typical metallic MD tunes. NAFF! Another problem is you can't have the speech on while the music's playing, just some horrible beeps. Yeuch!

There are also problems with the graphics. The cutesy feel's gone, replaced with cold, blocky graphics and sparse option screens.

If you haven't played *Lemmings* this version will appear okay; if you have, you'll know what I'm talking about. It's got to be a smash because of its fantastic playability, but what an anti-climax after what I'd been looking forward to. If you've got access to an MS, try getting that version instead! **PAUL 84%**

Like most of the later Fun levels and all of the more complicated levels, this one looks much tougher than it actually is. Pause the game in-play and have a look around, using the cursor, before you launch your Lemmings.

- PRODUCER: SEGA/SUNSOFT
- GG: OUT • MS: OUT GG: OUT
- MEMORY: 1024K
- PLAYERS: 1-2 • PRICE: £39.99

SF Rating

85% PRESENTATION
• Good animated opening sequence, neat options, two-player and password select

78% VISUALS
• Not really suited to MD, sprites smaller than expected, backdrops are bland

70% SONICS
• Some good themes... and some pretty dire themes! Sampled FX don't work well

85% PLAYABILITY
• Easy to control, should be a nightmare to complete! A bit slower than 8-bit versions

86% LASTABILITY
• Totally addictive. Gameplay's a real challenge. Not one you'll finish over the weekend!

81% FORCE
• Should've been a real cracker — the 8-bit games are far more playable!



Golf? Pah! The SEGA FORCE Deadheads play 'speed golf' — when the balls are live hand grenades, you have to whack it away as quickly as possible, otherwise there's more than just holes on the course!

Golden green! Take your time and putt the ball in the hole. Nerves and skill are the order of the day and you can be sure your playing partner isn't going to let the occasion put him off his game.

WORLD CLASS LEADERBOARD

After many months of 'umming and ahhing', US Gold have finally decided to release *World Class Leaderboard*. If you're new to the world of golfing sims, don't panic! If words like 'birdy' and 'bogie' leave you staring blankly into space, fret not! The designers have tried to make *Leaderboard* as user friendly as possible.

Switch your machine on and you're taken to the main options screen. From here, choose the type of game and alter the settings for your players. You play against the computer or a human opponent on a selection from four courses, including St Andrews and Cyprus Creek.

Pick your type of play: Medal, Stableford or Tournament. The last of these allows you to take on the world pro's, like Jack Nicklaus and Nick Faldo!

On the course, select from a wide range of clubs, picking the one you think's best suited for the job. Keep an eye on the wind level, press [A] to get the power bar to the right setting, let go and watch as the ball goes flying into the nearest bunker!

Fun for all the family!



Bernard Langer once took his shot from half way up a tree! Unfortunatley WCLB doesn't give you the opportunity to scale them big oak trees, but it does give you some right nasty shots like as the one on the left. Your best plan of action is to select a Pitching Wedge and try to chip the ball around the tree and onto the green. Then again, you could always select a one wood and whack crap out of the ball in a fit of rage! Just don't forget to avoid hitting the tree stump, them clubs cost a blinkin' fortune!

GOLFING GREATS

One Wood: This is the biggun! Check out the distance of the hole and make sure you can safely reach the green, `cos this club can really motor.

Five Iron: Medium distance iron, ideal for a short fairway shot up to the green. Just ask your caddy to tell you how far your clubs can shoot!

The Ball: This is the small round spherical object which is impossible to keep track of on television! It's very good at breaking windows!

Pitching Wedge: Use this when you need to lift the ball up over a divot or small hill. Good for about 100 yards and very effective if used correctly.

Power and Swing Meter: Yellow bar for power, blue bar for swing. Mastering this is crucial to your success on the international circuit.

Sand Wedge: Use this for bunker shots and believe us, until you've mastered the swing and power controls you're gonna be in the sand alot.

Mat yawns... *'EXCITING MOMENTS ARE FEW AND FAR BETWEEN'*

Balls! Yep, you heard me: BALLS! That's not only what you have to hit a lot of in this latest offering from US Gold — it's also what I think of it!

A decent sports sim should recreate the thrills and spills of whichever game it's based on. You should feel as if you're really there. *World Class Leaderboard*, however, lacks the appeal of any half-decent sports sim and exciting moments are few and far between.

The main problem seems to be the control method. The angle and power of the shot's controlled by a meter in the corner of the screen. Press [A] once and let go to stop the power bar. This triggers a second bar, stopped by pressing [A] again. If you've performed these actions correctly, you're looking at a decent shot. If not, you'll be joining the ducks as you search for your ball in the water!

The other bad point is the graphics are really dire! The MD's capable of stunning graphics but the programmers appear to have programmed the whole thing on an MS (sorry, MS owners!). The sampled speech is garbled and there's no in-game music.

A disappointing game from a great software house. What went wrong, guys? ***MAT 59%***



Paul says... *'WELL BELOW PAR'*

I've never loved golf (or Elvis!) but I've always had an affection for the *Leaderboard* series. Many moons ago, this was my fave game on my old 8-bit, so I was more than a bit chuffed when this was plonked on my desk.

'Mmm,' I mused, 'the options are a bit naff — totally devoid of any colour or life. Still, loads of choices of games and courses.'

'Mmm,' I mused again, 'terrible in-game graphics and sound FX, and the power and swing controls are badly designed.' Gauging the force and curve of shots is now a very hit-and-miss affair; not at all like earlier versions.

Yes, for all you *Leaderboard* fans, I'm the bearer of bad tidings. The MD version of this classic is very poor indeed. The sound, graphics and gameplay have somehow been lost along the road of 16-bit conversion. *Leaderboard* now plays more like an ironing board!

Sorry, US Gold, but on this occasion you haven't got it right. *Leaderboard* is and always will be the classic golfing game, it's just unfortunate the MD version doesn't continue the tradition. Well below par!

PAUL 68%

Up on the roof you get a fantastic panoramic view of the hole, including relative distances from the tee off up to the green. You get a quick view of all the water hazard and trees that are likely to hinder your view of the flag as well. Leaderboard has four courses to choose from and each course has it's own unique stlye. Some holes are unbearable while orthers aren't too horrendous.

CLASS
OARD

Stuck in a darnn bunker again, and you're already lard knows how many shots over par. If you just can't shape up then the best thing you can do is give your caddy a quick bribe and nip off to the clubhouse for a relaxing gin and tonic! Alternatively you could select a Sand Wedge and try to chip your way onto the green and back into the match. Nah!

Above right: You're just about to tee off, and the pressure's already on. Wossie had real problems with nerves and who'd blame him. If you missed the ball completely on the Tee then you'd be the laughing stock of the professional golfing world. One tip is to note the strength and direction of the wind and adjust your shot accordingly.
Left: On the green and the championship is only a wish away. Note the curve of the green and the distance of the hole and then go for it.

SF Rating

64% PRESENTATION
● Option menus let you pick the game type and difficulty settings. No intro

54% VISUALS
● Basic, blocky graphics fail to use the MD's potential

36% SONICS
● No in-game music, sound FX are too hollow, sampled speech too crackly

59% PLAYABILITY
● Even on Novice level, it take a while to master your swings. Awkward controls

62% LASTABILITY
● Once the wind's knocked you off course a few times you'll soon get bored!

63% FORCE
● Disappointing. Would've benefitted from better graphics and controls

● PRODUCER: US GOLD
● GG: N/A ● MS: N/A
● MEMORY: 1024K
● PLAYERS: 1-2 ● PRICE: £39.99



THE LITTLE MERMAID

20,000 Leagues Under The Sea it ain't, but there's some very fishy business going on down in Triton's Kingdom! The SEGA FORCE sub-aqua club dons goggles and wetsuits and prepares to get soggy!

You should know this undersea saga by now but if you missed the Disney animated classic at the flicks, here's what it's all about!

Ursula the evil Sea Witch has turned the beautiful merpeople into miserable, ugly little polyps. Worse than that, she's bewitched peaceful sea creatures and kidnapped a member of the right royal family!

Choose either Ariel (the little mermaid) herself or big King Triton in this battle against bad ol' Ursie and go rescue your friends and family. On each of the four levels, maps help you locate the merpeople. Once you've rescued them all, you've gotta take on an end-of-level nasty before you can continue.

See off bewitched sharks, eels and sea urchins in The Reef, sword-wielding skeletons in The Sunken Ship, disk-throwing statues in Atlantis and boiling lava mounds in The Cave. Tough stuff, though you're not alone!

You can call on your fishy friends when you need them to move rocks and help you pick up valuable treasure and bonus energy. Sebastian chases away the sharks, the Digger Fish helps you to locate and uncover that much-needed treasure and the Flounder noses hefty weights and stones out of your path to get to the more hidden merpeople. Use them wisely and you should be able to finish off the easy levels pretty quickly.

Look out for Scuttle the Seagull's Magical Collection Shop as well. Climb aboard and you can top up your weapons and do more sub-aqua damage than you ever thought possible!

Three difficulty levels and continues give you plenty of chances to succeed, so start using your magical voice as Ariel or get thunderbolt throwing as Triton, work your way through the maze-like levels and take on Ursula in the final showdown for the salvation of Triton's world!

Paul remarks... 'SOOTHING!'

Here's the new Disney offering, cute, cuddly and not too bad! Those who want an in-depth game, forget it, but if you've got a young kid who loved the film, give this a try.

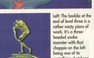
The graphics are in a typically cuddly vein — even the nasties look nice! The sound's very soft and soothing, in keeping with the game's theme.

And of course, being a Disney game, your weapon's a string of musical notes which only frighten away the beasties. While the baddies are hiding in a shivery wreck, all you have to do is find and release the trapped merpeople, gathering treasure on the way.

If you've got a spare £35 and a young child who wants a game to look at as much as play, I'd recommend *The Little Mermaid*. It's a safe bet to keep the kids amused for a good part of the New Year! ***PAUL 78%***

Left: What lies at the bottom and shivers? A nervous wreck! And talking of wrecks it looks like Ariel has found herself aboard Neptunes private yacht! This level is a bit nasty because you have to fight skeletons that pop out of doorways just as you swim past them. Watch out for the cannons as well, those flying balls can be very painful!





Left: The baddie at the end of level three is a rather nasty piece of work. It's a three-headed snake monster with that chappie on the left being one of its guardians. Just keep shooting at his head and he soon gives in!





The Seven Seas Bow to My Power!



WATERY WONDERS

Clam: Add a letter P onto the end of clam and you get just what this thing tries to do to you! It chases you around and clamps onto your fins!

Big Heart: These are found in treasure chests or can be bought from the underwater supermarket. They increase your energy by 100%.

Polyps: These are the poor Mermaids and Mermen who have been trapped and turned into hideous shapes. Touch them to release them.

Musical Weapon: Bog standard chord this one! Guaranteed to frighten away most nasty sea monsters!

Ariel: Poor Mermaid. Having been named after a brand of washing powder and being teased at school, Ariel is now the hero. Go get 'em!

Skeleton: Shoot a few notes at him and he literally falls to pieces! Dodge these if possible as they are hard to kill very damaging to your health!

Help Fish: Along with a flounder and a Lobster, this fish helps you out. He is especially good at nudging rocks out of the way!

Treasure Chest: No self respecting ocean would be complete with out these booty-laden havens. Just make sure you have a key to open them!

Chris wails... 'SOMETHING FOR EVERYONE!'

The first thing that grabs you about *The Little Mermaid* is the presentation. Sure, it's a Disney licence and all that, but even so, this looks a treat.

Each level's filled with twists and turns and each have their own particularly atmospheric menace. The graphics are superb and even though the animation isn't world-beating at times, that doesn't detract from the overall quality.

With the Disney name behind it, this one's aimed at a very wide age group, so don't be surprised if you finish the easy level first time around. With four continues and plenty of treasure to pick up, it's hard not to.

There are loads of neat touches in the game, like being able to call upon your fishy friends to move obstacles and locate treasure, Scuttle's shop and the map feature, even though this one makes *The Little Mermaid* easier to complete. Spot FX are fine and the in-game tune won't drive you potty.

My only gripe is it takes a while to master the undersea movements and direct your magical voice/thunderbolts in the right direction, leaving you vulnerable to fishy onslaughts.

That aside, with the hunt, charge and rescue elements of *The Little Mermaid*, there's something here for everybody, especially Disney freaks and younger gamers. If you're a hardened blast-'em fan, though, this might be a touch too cute.

CHRIS 82%

Above: Ariel serches for her chums in the ruins of Atlantis. No polyps here, though! Keep serching!
Below: Ariel calls up her map to find out the whereabouts of her fishy friends. Not many to go now!

FORCE CONTROL

+ ● Pushed in any direction, makes Ariel/Triton swim forward. Keep pressing for a speed-up. Highlights items on selection screens.

A ● Shoots the super weapon — stars for Ariel and thunderbolts for Triton. Calls up Fish Selection on map and trades treasure in the shop.

B ● Fires normal weapon— a sparkle of notes for Ariel, fireballs for Triton. Use as [A] on the map and in the shop to trade and select.

C ● Calls in your fishy friends in times of need. On the map and in the shop, use it as [A] and [B]. Make your selections and get rescuing!

Below: Ariel enjoys a relaxing swim with her pet electric eel! Actually, Ariel would be best off avoiding these rather highly charged creatures and concentrating on freeing the Mermaids from Urshlas evil grip. Judging by the size of her muscles she's got quite a strong one!

SF Rating

92% PRESENTATION
● Excellent opening sequence — a quality game from the very start. Good options

85% VISUALS
● Great in-game graphics and animation, though main sprites are a little slow

80% SONICS
● Nice spot FX and in-game ditty, but nothing brilliant

84% PLAYABILITY
● Tricky to control at first, but continues help you through sticky patches

78% LASTABILITY
● Looks great, but it's a touch too easy for seasoned game-freaks. One for the kids

80% FORCE
● Master the gameplay and this one's fun, though it's over too quickly

● PRODUCER: SEGA
● MS: N/A ● GG: N/A
● MEMORY: 512K
● PLAYERS: 1 ● PRICE: £34.99



Holy cow! Space Invaders have launched an attack on Earth (again)! No one's safe — not even the cows! With the protection of dairy animals in mind, the Deadheads venture forth.



These alien critters have sure cleaned up their act since the early days. The formations roll down fast and randomly, making your cow protection racket a real tough task to complete!

SUPER SPAC

Super Space Invaders are back! And this time they want our bovine livestock! No Daisy or Gertrude's safe as the sideways-moving sprites plunder Earth once more!

Defeat each wave of aliens to progress to the end-of-level guardians saving as many pints of milk as possible.

However, the aliens have learnt new tricks. Realising that floating slowly sideways makes them an easy target, they've altered their formations and now scream down at you from all directions! To redress the balance, your ship can equip itself with special weapons by shooting the obligatory ship that flies across the top of the screen. These weapons include bouncing laser bolts, hyper-laser and rapid fire, plus shielding bases.

Options allow a two-player game via the data socket, selectable difficulty levels and choice of level to start on.

Paul suggests... 'GIVE IT A TRY'

Cor blimey! I thought I'd been through a time warp when I first smacked this on! *Super Space Invaders* plays and feels like the original!

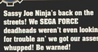
So what's new? Crisp sprites, very colourful and atmospheric backgrounds, good sound, more options and better gameplay. Oh, is that all?!

Gameplay hasn't greatly changed, but the aliens have taken a leaf out of the Galaxians' book and stopped being predictable. Mind you, that mothership's still there, flying as slowly as ever, as if he's got a 'shoot me' sign stuck to his back!

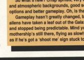
The inclusion of end-of-level baddies gives *Super Space Invaders* more purpose. Trouble is, they're too hard. You get heat-seeking missiles, barrage upon barrage of laser beams and lunging tentacles heading in your direction and your only defence is a farty laser! And your evasive manoeuvres limited to left and right... yeah, that'd fool any missile, wouldn't it?!

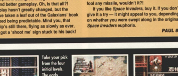
If you like *Space Invaders*, buy it. If you don't, give it a try — it might appeal to you, depending on whether you were swept along in the original *Space Invaders* euphoria.

PAUL 80%



Sassy Joe Ninja's back on the streets! We SEGA FORCE deadheads weren't even looking for trouble an' we got our asses whupped! Be warned!





Take your pick from the four initial levels. The early stages aren't too tough, so kep going!

SHINOBI 2
The Silent Fury

Shinobi 2: The Silent Fury takes ya straight back into the original ninja magic with Joe Mushashi out for revenge on a rescue mission to hell!

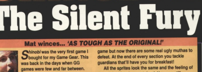
Play through four very different levels in any order and find the coloured crystals as you go. At the end of each level you rescue one of your ninja buddies, to boot.

Each with their own very special skills, choose which ninja you use for each level carefully. Those end-of-level nasties are damned tough so pick the magic to suit the purpose.

You can't get to the fifth and final confrontation without the crystals, but don't worry if ya missed them first time around. Once you've got your chums out of their fixes, use their powers to rescout the four levels and set yourself up for some classic oriental artistry on the final round.

Featuring all the strong points of the original, the gameplay's been tweaked to make success even tougher. But use your magic wisely and those world peace-threatening monkeys are in trouble!

Go to it, Joe!



Mat winces... 'AS TOUGH AS THE ORIGINAL!'

Shinobi was the very first game I bought for my Game Gear. This was back in the days when GG games were few and far between. The original was a real toughie and *Shinobi 2*'s actually a lot harder!

The basic idea's the same. You, as Joe the Ninja, have to rescue your trapped brothers and defeat your enemies. However, this time you also have to collect crystals from various locations. Most of the levels are the same as the first game but now there are some real ugly muthas to defeat. At the end of every section you tackle guardians that'll have you for breakfast!

All the sprites look the same and the feeling of the original has been retained. You can still choose between ninjas (once they've been rescued) and use their particular skills.

Shinobi 2's not bad. As a sequel, it works because the theme remains the same but the gameplay's tougher. Check it out if you want a real challenge or a great platform game! **MAT 82%**



Don't forget, some of those nasty ETs merge together or split into two when hit! Keep dodging and take out the lower lines as soon as you can to give yourself a little breathing space! Not that it helps, 'cos the more you hit, the faster they come at you!

CE INVADERS

Mat wonders... 'WHAT'S THE POINT?'

What can you say about *Super Space Invaders*? It's *Space Invaders* and it's super, right? Wrong! The original was hardly anything to shout home about and now we get a revamped version?! What's the point?

The object of the game's the same; the only differences are the bonus levels and improved background graphics. The bonus level's all right, 'cos you have to save a herd of cows from being calfnapped by a bunch of lager-drinking aliens!

An alien ship flies across the top of the screen every so often and drops a handy extra item. These don't last long but are handy anyway.

The challenging part comes in defeating alien motherships after each wave. These monstrosities are a pain in the butt, as they rain heat-seeking missiles which are nearly impossible to dodge!

As far as addictiveness goes, this has very little. It lacks the appeal of other shoot-'em-ups (such as *Halley Wars*) and even makes you long for the original game!

Try not to be too tempted when it comes to buying this cart 'cos there's better out there!

MAT 64%

SF Rating

76% PRESENTATION
- Loads of options, Gear-to-Gear link, nice intro graphics

78% VISUALS
- Revamped old-style graphics — nothing new but adequately done

71% SONICS
- No in-game music but good, powerful FX

73% PLAYABILITY
- Easy to play and understand. Well, it's *Space Invaders*, innit?!

69% LASTABILITY
- Might well bore the average gamesplayer after a while

72% FORCE
- Great for fans of the original but tiresome for others

- PRODUCER: DOMARK
- MD: N/A ● MS: OUT NOW
- MEMORY: 256K
- PLAYERS: 1-2 ● PRICE: £27.99

Chris curses... 'FLICKIN' TOUGH NASTIES!'

I've gotta admit that I loved the original *Shinobi* blast, so I was a little worried that the sequel wouldn't live up to it. No sweat! *The Silent Fury*'s got all the guts of the original and a whole lot more besides. Getting through the four initial levels seems easy at first, but just have a go at those end-of-level guardians — tough or wot?!

Converted smartly onto the small screen, *Shinobi 2* looks and plays a treat. The in-game ditty's a bit hashed but there are a few sound spot FX. Who cares? Gameplay's what it's all about and here *Shinobi 2* excels!

If you're into ninja blasts or platform outings, grab this one immediately. Those flickin' tough nasties provide one helluva challenge!

CHRIS 86%

Left: Move it, Joe! Get out there and rescue your friends before it's too late! Remember, you can't get through to the final showdown until all of the four initial stages has been completed! That means rescuing the magic ninjas as well as finding the crystals!

Below: Luckily, each of the four starting levels can be attempted over and over again. Don't worry if you miss the crystal the first time around. Rescue the ninjas first, then choose which one's best suited to go in again and finish off those bad guys!

SF Rating

87% PRESENTATION
- Smart intro and clear cursor offering choice of first four attack levels

84% VISUALS
- No problems with sprite animation or backdrops but jumps are a touch jerky

78% SONICS
- In-game ditties are a little mushy but there are some atmospheric spot FX

79% PLAYABILITY
- Levels are easy enough but the guardians are a nightmare. Balance is a little out

86% LASTABILITY
- Despite the frustrating guardians, the gameplay's enough to keep you coming back

84% FORCE
- A smart ninja platform outing — don't be put off by the guardians!

- PRODUCER: SEGA
- MD: N/A ● MS: N/A
- MEMORY: 256K
- PLAYERS: 1 ● PRICE: £29.99

MEGA DRIVE md






SUPER FANTASY ZONE

'Opapa... Opapa!' Sounds more like the Brighouse and Rastwick brass band than dodge-'em and blast-'em! But as SEGA FORCE found out, even the Menonians are having trouble at t'mill!

Those old Menonians are a canny lot. No sooner do they see a weird, gravitating blob-like thingy heading toward their home planet, they know something's fishy!

True enough, there's an evil plot by the forces of darkness to enslave the inhabitants of the planet Menon, a pretty little outpost snugly situated in the green belt backwaters of the Fantasy Zone Galaxy.

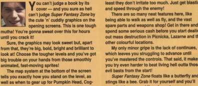
One brave Menonian, Opapa, takes on the villains who've desecrated the towns and cities, but he's shot down for his troubles. Roll on, 'Son of Opapa'!

Set in the year 623X, you take control of Opa Opa, the outrageously cute Menonian, in a one-man mission against the hordes of darkness.

As a one-player horizontal blast-up, *Super Fantasy World* features some amazingly cute touches and pretty colour combinations. Don't let that worry you, 'cos this is one of the toughest outings on the MD for a fair old while.

Taking on the evil forces over various, totally different levels, you can choose from three difficulty levels and up to five lives. Blast away the main pods on each level, displayed at the bottom on the map, collect coins to buy better gear then take on the big bad beasties to move on. Go, Opa, go!





Chris swoons... *'BIG, BOLD, BRIGHT AND BRILLIANT!'*

You can't judge a book by its cover — and you sure as hell can't judge *Super Fantasy Zone* by the cute 'n' cuddly graphics on the opening screens. This is one tough mutha! You're gonna sweat over this for hours until you crack it!

Sure, the graphics may look sweet but, apart from that, they're big, bold, bright and brilliant to look at! Choose the tougher levels and you've got big trouble on your hands from those smoothly animated, fast-moving sprites!

The map system at the bottom of the screen tells you exactly how you stand on the level, as well as when to gear up for Pumpkin Head, Cog-Wheel, Big Fish and the other nasty level guardians!

Again, the sound FX are a touch cutesy, but at least they don't irritate too much. Just get blasting and speed through the enemy!

There are so many neat features here, like being able to walk as well as fly, and the vast spare parts and weapons shop! Get in there and spend some serious cash before you start dealing out mass destruction in Picnicka, Lazarne and the other colourful locations.

My only minor gripe is the lack of continues, which leaves you struggling to advance until you've mastered the controls. That said, it makes you try even harder to beat living hell outta those evil basts from the start!

Super Fantasy Zone floats like a butterfly and stings like a bee. Grab it for yourself and you'll see what I mean, and if you've got any sense, you're gonna grab it sooner rather than later!

CHRIS 91%



Above Right: This looks a bit fishy! The cod with the attitude is in fact the end of Level three boss. Well hard, believe it! The trick is to whack him as much as you can before his breath draws you in. Then concentrate on avoiding his bullets before you try to shoot him again.

Above: Two more days to Halloween and this baddie means business. Although he's only Level one boss, he's still a pretty tough pumpkin to crack!

SUPER SHOTS!

7 Way Shot: Exactly as the title suggests, this little beauty sends out 7 big fireballs all over the screen and they're guaranteed to do the biz

Backfire: This is a special weapon, so its use has got to be for that extra special occasion. Select it and you can deal death from your backside

Cross Rang: Nice little piece of hardware this! It sends out shots of death that traverse the screen, killing most of the baddies outright

Laser-beam: Everybody's favourite pickup (including mine!). Select this and a huge green beam sticks out from the front of your ship — lethal!

Super Lights: For all those mark two Escort owners who simply must have fog lamps on everything, these are for you. They also light up the screen.

Heavy Bomb: Funny and heavy is the best way to describe this weird weapon. Select it and the mean beggar drops down.

Hurricane: Whips everything up into the air, and then gets rid of 'em! It looks like the wall of death at a fairground onlyit's more deadly!

Jet Engine: The Porsche of the Fantasy Zone, this converts your ship from a Skoda into a turbo charged super machine, capable of high speeds!

Below: Onto the third level, and the pots that you have to get rid of are now in the shape of flaming Greek urns! If you've purchased the laser, don't select it until you're about to kill the last urn or else you won't be able to use it against the end of level baddie — old fish features!

Paul grunts... 'MEAN MUTHA!'

What a refreshing change! A shoot-'em-up that looks cuddly, sounds cuddly and plays like a right mean mutha!

The graphics are very bright and cheerful, with big, friendly-looking baddies and loads of cute colours. The sound's bright and bouncy as well, with gentle sound FX for even the most potent of weapons.

So with all these gentle features you'd be forgiven for thinking this was one for the kids. Don't let it lull you into a false sense of security — *Super Fantasy Zone* punishes your joypad and pushes your reflexes to the limit!

The first two levels let you get into the game, with easy end-of-level baddies and loads of coins so you can visit the shop and buy better weaponry. From Level 3, things get tough and you'll be glad you purchased some beefy weapons. But be warned — they run out whether you use them or not!

The shop has loads of weapons, and even a set of headlamps for the darker levels! When a weapon runs out, finding a select balloon switches to a secondary weapon, if you have one.

All in all, a great shoot-'em-up which breaks away from the general rules of graphics and sound and plays like a charm.

PAUL 88%

SF Rating

88% PRESENTATION
● Extended intro sequence with neat, humorous touches. Fair options but no continues

93% VISUALS
● Cute at first sight, but they sure are bold and colourful! A treat to the eyes

76% SONICS
● Nothing amazing. Cute in-game ditties and fairly good spot FX

91% PLAYABILITY
● Easy to control, fast blast action and plenty of power-ups to boost your blasting enjoyment

89% LASTABILITY
● No continues, making this a toughie to complete. Truly addictive gameplay

90% FORCE
● A superb blast outing with loads of variety and a real challenge!

● PRODUCER: SEGA
● GG: OUT NOW ● MS: N/A
● MEMORY: 512K
● PLAYERS: 1 ● PRICE: £39.99



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In a world more radioactive than Chicken Kiev, six individuals battle to save the human race from total extinction. Will the Deadheads help? No... we'll just watch!

EX-MUTA

For those who don't keep up to date with the latest comic book heroes and their origins, here's a quick summary of the tragic tale of the Ex-Mutants.

The Earth has been ravaged by war. The ultimate weapons of destruction have been used, leaving a barren, radioactive wasteland (a bit like Birmingham but without the shops!). From this hot, seething landscape come the mutants, humans transformed into walking microwaves by intense radiation.

One such mutant is Sluggo, a health-mad powermonger who, with the help of scientific slimeball Zygote, intends to rule the world by controlling all the mutants!

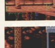
One problem for Sluggo is a cyborg by the name of Kildare (wasn't he a doctor?), who's been programmed to re-populate the Earth with humans, and he's started by turning six previously revolting mutants into a trendy bunch of superheroes. Sluggo has to wipe out all humans for his plan to succeed and so sets about capturing them.

Now it's your turn! Four of your mates have been captured and will be killed unless you rescue them! You have the choice of controlling Ackroyd or Shannon and their respective powers, both more than capable of seeing the job done.

You battle through eight difficult levels of post-nuclear Earth. Pick up special weapons to help you battle through to the final showdown and don't forget to find the battery packs to keep Kildare's computer topped up — without it his knowledge will fade away.

Good luck. The future of mankind and French cuisine rests in your hands!Just remember to wash your hands first and may the best mutant win!Reckon you're up to it?

Above: Oh bloody hell it's the mine cart sequence. It takes ages and loads of lives to master this level!
Below: You're in the forest and have come across the tree village. There are some really big nasties on this level, so remember to look out for the special weapons and food.





Mat exclaims... 'ONE TOUGH COOKIE!'

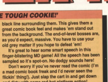
Cor guv'na! Stone the crows, up the apples and pears etc! This is one tough cookie! In most games, the action gets hotter as you get further. Not here! From the moment you press the Start button, you find yourself right in the thick of it!

The nightmarish future world of the Ex-Mutants sure is weird! Along the way there are bizarre remnants of the past and even stranger sights of the future!

Visually, *Ex-Mutants* is a stunner! Most of characters are well defined with the help of a thick black line surrounding them. This gives them a great comic book feel and makes 'em stand out from the background. The end-of-level bosses are, as you'd expect, massive. You have to use your old grey matter if you hope to defeat 'em!

It's great to hear some smart speech in this finger-blistering MD game! All the speech has been sampled so it's spot-on. No dodgy sounds here!

Don't worry if you've never read the comic (I'm a mad comic book freak and I'd never seen the flickin' thing!). Just slap the cart in and get down and dirty with some red-hot platform action! Definitely one to check out! **MAT 88%**





Above: Out of the frying pan and into the fire! Ackroyd has his work cut out for him and it's only Level one! Never mind, he's got some grenades behind him and he's manged to find his special axe weapon. Knock 'em out!

Paul yells... 'THAT'S THE WAY'

I've been told *I* look like a mutant first thing in the morning! Cheeky sods!

Straight to the point: I like this game! I've never been one for platform shoot-'em-ups but this one's different. There's something about the gameplay that makes searching and shooting enjoyable.

The graphics and sound helped me enjoy my little outing to post-nuclear Earth — both are excellent. There are nicely drawn main characters and cracking backdrops coupled with amazing sampled speech. Shannon moans every time she gets whacked (I bet she does!) and when a baddy dies or takes a particularly brutal hit, your character shouts 'Easy!' or 'That's the way!'

Presentation's also very good, with a selectable difficulty level giving infinite continues in Easy mode but only allowing you to progress to a certain point.

So, does this get the Wooding recommendation? You betcha! A must for fans of superheroes and platform games alike!

PAUL 86%

MUTANT MASHERS!

Money: As much use as a choclate teapot this one, unless you're after a high score. If so, save these when you can

Gem: Again, only for scoring purposes, but this little darling gives you a whooping big 1000 points, so they're worth looking for

Extra Life: Now these are well worth grabbing. Ex-Mutants is one of the toughest games that we've played, and lives are lost at a hectic rate

Time Bomb: Ideal for dropping down a ladder onto a mobile boddie. They let you to killa nasty while being out of range of their shots, too

Grenades: What every self-respecting saviour of the earth should have. Estimate the distance and height of the nasty, toss and run like hell

Axe: Ackroyd's special weapon is a rather deadly trio of axes which spray out from his main weapon like bullets. A nifty weapon to have.

Homing Missiles: Get these! If you shun every other weapon in the game for God's sake don't miss these, they are invaluable to you!

Bouncing Bombs: Chuck these against a wall and they bounce a few times before blowing up. Ideal for chucking into a crowded space.

Above: Oh sod it! I've laddered my tights! That spitting head to the right of our hero can be shot to reveal a goodie, probably food so it might be worth the odd axe.
Below: D.R. Kildare sets about creating the EX-MUTANTS!

Right: Sluggo in all his repulsive glory! This nasty piece of snot is the geezer responsible for the hounding of the Ex-Mutants. He thinks that all humans pose a threat to his empire. Mutants! Who'd have 'em?!

SF Rating

80% PRESENTATION
- Nice intro sequence, helpful options, especially the difficulty selection

87% VISUALS
- Nicely animated main sprites, some stunning scenery

84% SONICS
- Nice ditties and FX, corkin' speech!

82% PLAYABILITY
- Easy, well thought-out controls, instantly playable

88% LASTABILITY
- A very tough game — even the meanest gamer will find this a challenge

87% FORCE
- A terrific platform romp which does the comic proud!

- PRODUCER: SEGA
- GG: N/A • MS: N/A
- MEMORY: 1024K
- PLAYERS: 1 • PRICE: £34.99

Above: Our Hero finds himself on level one confronted by a spitting statue. No problem! Whack it a few times with your axe to kill it, then smash open the box to pick up a goodie.
Left: That fire breathing skull is your stepping stone to the other side of the lava pit, so time your jump carefully and don't fall off — that lava's just a tad warm!

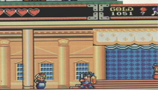


Wonder Woman's lovechild returns in one of the longest running Sega sagas! Having failed the audition for the Stratford Shakespearian Players, Wonderboy goes back to his old job!





Left: Wonderboy had better mind his manners, since the charming young lady in the right hand corner of the screen is the Princess! He will tell you to visit the village of Lillypad, heed her advice.



WONDERB
in Mons

Being a hero must pay well (better than a staff writer!) 'cos Wonderboy keeps going back to it. This time he's lost his skateboard but found a suit of armour, which is just as well because he'd look a tad out of place skating around his latest adventure!

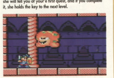
Wonderboy finds himself in a magical land plagued with monsters, killer mushrooms and pubs (it's not all bad, then!). Various problems have been set for 'Boy-o and if he wants to escape from this world he'd better solve them!

Interaction with local yokels is essential to solve each task. Ordinary passers-by give snippets of information but if you want the hard facts, houses have to be entered to find the people who can enlighten you.

When baddies are killed they leave behind a gold coin of varying value which is spent in any of the world's shops (sorry, no cheques!). Wonderboy can upgrade his weapon and buy armour and medicine — some of the baddies are pretty tough cookies and give as good as they get!

So jump and run your way through to freedom in the usual Wonderboy vein. Just remember to look before you leap!

Above: These statues are not only very pretty, they allow you to travel the celestial escalator up to the good fairy, she will tell you of your'e first quest, and if you complete it, she holds the key to the next level.



Above: Youv'e finally found your way to the bosss monster in the caves! He looks well hard but he isn't that tough, just take your'e time and he'll be sauted in no time.

Paul admits... *'I WAS HOOKED'*

He's back (again!) and this time he's got his clothes on! Yes, Sega's original mascot's resurrected and sent to Monster World to give the poor, oppressed citizens a helping hand.

The latest offering from the one-inch wonder's a mixture of classic *Wonderboy* platform-jumping, puzzle-solving and RPGing! And the good news is it works!

To be honest, I always hated these sort of games, so with the type of enthusiasm I usually reserve for a Villa match, I booted the cart. After five minutes, I was hooked! After ten minutes, I'd only solved the first problem, and after an hour-and-a-half I was well and truly immersed in *Monster World*! I cried when I had to switch it off and go home!

So what makes it so good? Though above average, the graphics are nothing special, and the less said about the sound the better! So what is it? The gameplay, the ease with which you get into the game and the complexity of the puzzles and problems, all mixed with good old platform romping, makes *Wonderboy 3* one of the better MS releases.

If your after a cutesy platform-cum-puzzle game and don't fancy some of the recent bland offerings, *Wonderboy 3*'s for you!

PAUL 80%

Above: Wonderboy has entered the tombs found in the village of Lillypad. Further exploration of the tombs should find you in a room with two large monsters set in each wall. Kill these and the trident is yours!



Above Left:You've had a good old chin wag with the Princess and you're on your way to Lillypad (hopefully!). The monsters above are nasty little beggars so take care when killing them off!



BOY 3
ster World

Above: You've been to lillypad, beaten up the monsters and gained the trident, so now you can swim underwater! Find Poseidon, he's somewhere in his ship.

FANTASY FIGURES

Bat: These nasty blighters hide just underneath the ceiling which makes spotting them very tricky. The best trick is to jump up and whack them.

Cobra: Popping up from the ground and sticking their tongues out at you, these are a cinch to kill, just edge up close to them then slice 'em up!

Red Blob: Well, they're red and they're blobs, with a nasty habit of bouncing round the screen which makes them a bit tricky to kill.

Little Chap: Doesn't do that much except leg after you on the little islands over the sea — annoying bloke.Just crouch down to kill him.

Fairy: This gentle and kind creature tells you of your quest on level one. Her kingdom is above the sky and can be found in the village.

Fish: Fat and slow. These are the least of your problems in the underwater levels. Just prod 'em with your trident to kill them.

Guard: He won't let you pass until you've had a chat with the Princess, so use the back door which is up by the fairy in the village.

Citizen: Loads of these can be found in the village of Aleron. Talk to them and heed their words because they know what their talking about.

Above: This guard is more like a nightclub bouncer! He just won't let you come in, so to find the entrance to the castle, go to the village, see the fairy in between the statues and do what she asks of you. All will be revealed!

Above: You're in one of the many shops in Monsterland. Although not quite on a par with the Merry Hill centre, the village has a lot to offer the ambitious young adventurer such as yourself, so kill the baddies and spend the dosh.

Left: You're standing in the entrance to the tombs. Watch out for the rolling balls and piercing arrows which do their utmost to stop you finding the trident.

Ade says... *'NICE MIXTURE OF RPG AND SLICE-'EM-UP!'*

I played this on Mega Drive a few months back and the MS version's just as good. The *Wonderboy* series started to get a little tiresome, so Sega came up with the bright idea of adding RPG elements. Thankfully, the concept works! With a little help from tips printed in the Pittstop, I got quite far, although it differs from the MD romp in certain places.

Wonderboy 3 definitely makes you think! It's possible to get infuriated when things aren't going to plan, but stick with it and you find a hidden area and more of the plot unfolds. The bad guys are easy to beat but it's the RPG element that's the important part, so it's not such a bad thing.

The visuals are nice and colourful. They're not particularly well animated, though, and flicker dreadfully on some levels. Soundwise, each level has its own theme tune and there are a few spot FX. On the whole, they're not bad by Master System standards.

There's a code backup system, so you can play again at a later date if the puzzles are putting a bit of strain on the old grey matter!

Not a bad attempt. A nice mixture of RPG and slice-'em-up, but *Wonderboy* fans who aren't nuts about roleplaying should look elsewhere.

ADE 70%

SF Rating

74% PRESENTATION
- Nice title screen, good introductions, save facility

76% VISUALS
- Nice colourful graphics — cute and cartoony. Underwater sections are very impressive

60% SONICS
- Not the best Master System themes. Each section has its own tune

82% PLAYABILITY
- Easy to get into if you follow the clues carefully. Hard to drag yourself away!

78% LASTABILITY
- Not the greatest of challenges but big and tough enough to keep you at it for a while

75% FORCE
- Nothing new as far as platformers go, but RPG elements add to the enjoyment

- PRODUCER: SEGA
- MD: OUT ● MS: DEC
- MEMORY: 512K
- PLAYERS: 1 ● PRICE: £32.99



Left: This wall of shellfish seems impossible to get past, but Ecco has other ideas. All he does is charge them with his big snout, and they disappear. Clever, eh? There are loads of problems Ecco must face if he's to achieve his porpoise in life and be re-united with his pod. Be prepared.

Above: Move past the octopus very slowly indeed. If he wakes up, those tentacles are going to be wrapped around you tighter than a gnat's bottom! 'Nuff said!

Above right: If Ecco lets his sonar bounce back off a rock, he can get a picture of the surrounding area complete with hazards. This is very handy if you happen to be a bit low on energy or in need of the old oxygen. Just call up the map and look for assistance.

ECCO: THE DOL

Making strange clicking and squeaking noises and heading a stripy beachball, the SF team head for the nearest swimming pool. Watch out for the mines, guys — not to mention the raw sewage!

Life in the depths of the vast oceans was all fun and games for Ecco. He loved to spend his days merrily swimming with friends and family. He would plunge to the darkest depths then splash to the surface for air before darting off in search of a fishy dinner.

The dolphins communicated by singing songs to each other. They knew sad songs and happy songs. Ecco's favourite song was the one about himself (vain git —Prod Ed), for he had five bright marks on his head and this made him different from all the others. He knew he was special and was waiting for the time when he could prove just how talented he was.

One day, without warning, a terrifying whirlpool of water and air took his friends and family from him. For the first time, he was alone. It was up to him to find and save his folks from whatever had captured them!

But Ecco has to be very brave if he's to survive what the ocean has in store! He'll be attacked by deadly sea creatures, battle to escape tortuous currents and use his intelligence to overcome obstacles!

With the help of his sonar and superior swimming skills, he has to complete his task — or he'll never see his family again!

FISHY FABLES

Clam: Sing to this (no honestly) and you get a pearl. If it's red then leave it alone but if it's blue, pick it up 'cos it restores energy

Dolphin: Not unlike those to be found in the local safari park, except these are free to swim around in the ocean. Try stopping by for a chat

Fish: Pretty, elegant and flippin' tasty! If Ecco is feeling a bit run down all he has to do is charge a few fish and his energy's bumped back up

Glyph: These mystical objects have two purposes — they block the entrance to later levels and also give out information about Ecco's quest

Hermit Crab: Nudge this mobile home off a cliff, and while it's falling, move it into a column of rocks to break through to other levels

Killer Whale: Old Orca here can be found on Level 1. He has a snippet of info on the whereabouts of Ecco's pod, so find him pronto

Spikey Fish: Like the jellyfish, these nasty pieces of fish can be found in abundance floating around the deeper levels. Charge them to kill 'em.

Chris oozes... 'THE SMOOTHEST TO DATE!'

Reckon you've seen the best in the animation stakes? You ain't seen nothing yet! *Ecco* must have the most fluid (groan! —Prod Ed) animation on a Mega Drive so far. Take your very own pet dolphin out for a spin in the practice pool and just look at those lines as you loop in and out of the water!

Seriously though, this is probably the smoothest playing game to date. Hardened blast fans aren't going to go overboard on this one, unless they can cope with a few well-timed nose-butts, but otherwise *Ecco*'s hard to fault.

You've lost your family and you've got to solve the mysteries of life, the Universe and everything to get them back. Take out your anger on those evil sea urchins and sing to the shells to build up your energy.

Brilliant graphics and superb sound FX make this a truly addictive game. You can't get killed outright but make the wrong moves and you can lose plenty of ground through suffocation and injury. Starting a sequence again can be frustrating but you're gonna get back in there just the same!

Learn the secrets of the crystals, master your sonar and go after your family in this totally original outing. If you're looking for something very different and long-lasting in the playability stakes, look no further. *Ecco*'s gonna knock you for six... six... six... six!

CHRIS 92%



Throughout the game you can't help feeling a bit sad for poor old Ecco, separated from his family and having to fend for himself. You begin to feel his life really does depend on you and how you go about finding his parents.
Dolphins are one of the few species of animal to have genuine human emotions and instincts. They are extremly intelligent, so don't expect Ecco's task to be a piece of cake, 'cos it ain't!

Sing to the glyph and it sings back, a kind of Glyph Richard of the sea (groan!). Seriously though, don't pass by one of these without reciting a few dolphin songs.

The old killer whale is always a good bet for a clue as to the whereabouts of your pod. Send out your singing sonar and he should answer your call with some info.

Ecco can leap and somersault out of the water, very handy for getting over small islands of rock. He can also charge fish, to kill and scoff them!

Aah, isn't that just adorable? A pod of young dolphins playing in the warm tropical oceans without a care in the world! Much better than being stuck in a small swimming pool playing with a beach ball, don't you think? Sadly though, the peace and tranquility is to be shattered by a ferocious whirlpool, which tears Ecco's mates up and away and leaves him all on his own.

Mat flips... *'A REAL GEM!'*

Ah! The smell of the ocean! The wind in your face and the sea spray in places where it shouldn't be!

Me and dolphins go way back... Er... well there was that time when I was caught touching –*CENSORED!!*– but it put a smile on his face anyway! God bless ya, Flipper!

This game has to be seen to be believed! The graphics are some of the most stunning I've ever seen! The sprites move so smoothly, they'll make those SNES owners weep with shame at how crap their machines are!

Ecco (very ecologically sound!) slips through the water like greased lightning, heads for the surface and bursts out into the sky to perform a superb double-flip! What a mover!

Ecco's very strange. As you play it, you get a weird sensation of actually swimming through the ocean depths, alone and scared (aah, shame!).

Once you've got to grips with the controls, it's just a matter of practice to guide Ecco to his destination and make him perform certain tasks.

Ecco can really pour on the speed when he wants to and battling the nasties of the deep is no problem for the 'finny' one! It's very handy using sonar, when it comes to mapping the game and talking to other sea creatures.

Ecco's a real gem of a game that deserves all the high marks and praise it deserves! A big pat on the back to Sega. Well done, guys!

MAT 90%

SF Rating

88% PRESENTATION
● Stunning opening sequence, infinite continues and password system

94% VISUALS
● Some of the best yet! Amazing graphics that put a certain blue hedgehog to shame!

82% SONICS
● Suitably atmospheric ocean tune, great sound FX, especially when the sonar's used

86% PLAYABILITY
● Once you've mastered what Ecco can do, it becomes a real challenge

91% LASTABILITY
● One tricky challenge after another ensures you won't complete this game easily

91% FORCE
● A brilliant 'fishy' game that makes you question your 'porpoise' in life!

● PRODUCER: SEGA
● GG: N/A ● MS: N/A
● MEMORY: 1024K
● PLAYERS: 1 ● PRICE: £39.99





It's bigger but is it better? One of the greatest American footy games of all time, John Madden's, has come of age. Beefier than an Oxo cube, the SEGA FORCE Deadheads shout 'Hut! Hut! Hut!' and shove padding down their trousers. Puberty a second time around, eh?!

JOHN MADDEN FOOTBALL

Question 1: How can you improve on an already spectacular format? Well, **Electronic Arts** have tried their utmost. Question 2: If you already have *John Madden's '92* in your collection, what does the new game have to persuade you to grab it by the balls?

The most amazing feature's the number of teams on offer. Each one's different from the last, right down to individual players. All have their own strengths and weaknesses.

Only a matter of time and a helluva lorra playing bring the best teams to the top of the heap. Some of the greatest names in American Footy history are here: Miami '72, Dallas '77, Oakland '76, through to the Chicago '85 and New York '86. Play these against any team or endure the rough and tumble in a special play-off section. Include the All-Madden Greats (comprising of the best in the business) and you've a staggering 38 different teams to choose from.

The animation of players, speech and sound FX have been improved and there's a huge set of statistics (lists and lists and lists...). Everything you wanted to know about the teams but were afraid to ask.

The game's beefier! These guys have been working out with Mad Lizzie! *John Madden '93*'s a touch tougher than its predecessor, but thankfully, many of the old tactics still reign supreme. Up Hook and Flood Right, remember them?

Probably the most redeeming feature's the battery backup system. No more crummy passwords, folks! This saves your game in the blink of an eye and retains your stats as you make your way through to the big time. Sounds promising, huh?

But what do our two wide receivers, Paul and Ade, reckon to the improvements? Let's get their comments from the Endzone...

Paul cries... *'DEFINITELY SCORES A TOUCHDOWN!'*

Cor blimey! This month I've learnt the basics behind an American sport I knew diddly-squat about! *John Madden '93* has just convinced me American Football isn't totally crap. Although not a patch on Britain's beloved game, it certainly provides a challenging and rewarding outing for any sports buff.

So what's the difference between the '92 and '93 versions? For starters, the chance to play classic teams of yesteryear has been included and loads more samples of Mr Madden added (it's rarely advice, though — he usually extracts the urine!). You can replay any highlights of your matches, such as high yardage returns and blockbusting running plays. Great!

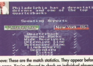
The graphics have also been beefed up; clearer figures and better defined plays help ease you into the game.

***John Madden Football '93*'s great for beginners and experts alike. However, I can only reiterate what Ade's said: if you've got either or both of the other Madden games, you probably won't want this.**

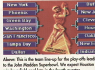
Newcomers, if you fancy an American Football game with a bit of class, get *John Madden '93* — it definitely scores a touchdown!

PAUL 86%





Above: These are the match statistics. They appear before the game. You're allowed to check on individual players. More ticks means that guy's a better player.



Above: This is the team line-up for the play-offs leading up to the John Madden Superbowl. We expect Houston to win by a field goal late in the fourth quarter.

Wash. 82

The Redskins had a coach with a huge belief in the passing game. Having took them to a 8-1 regular serason record, he led them to a 27-17 victory over Miami.

Pittsburgh 78

This team was involved in one of the closet Superbowls ever. Their Steel Curtain defence was tested to the limit and they eventually triumphed 35-31 over Dallas.

Oakland 76

Coached by John Madden, the Raiders completed a record 13-1 season. With one of the best teams ever to grace the NFL, they won the Superbowl 32-14.



Left: New York against Chicago. It looks like Chicago's mega mean defence have jumped offside. The lucky New Yorkers gain a 10 yard penalty. The Bears are gonna be pretty damn annoyed! Watch out, here comes The Fridge! Good old William Perry, number 72! Weighing in at over 300 pounds, us deadheads wouldn't wanna get on the wrong side of him! Especially if it's his BACKSIDE!! Watch the stats at the top of the screen at all times.

Right: Washington against the All Madden Greats. The latter have kicked the extra point, after scoring a blistering touchdown. Pretty damn smart considering the field's covered in snow. Adverse weather conditions are also a feature of the game.

DDEN
LL '93

Above: The teams get ready to play. Get ready to shout 'Hut! Hut! Hut!' and any other nonsense that comes to mind! The animation of players, sound FX and speech have been improved on *John Madden '93*, adding to the atmosphere and realism of the game.

Chicago 85

A changing defensive front was the key to this classic side's fortune in the '86 superbowl. Walter Payton and William Perry were the stars of this memorable team.

Dallas 77

Dallas's passing game held the key to their superbowl success of '76. Tony Dorsett was their star running-back having gained 1007 yards in his first season.

Miami 72

This was the start of an era of Dolphin domination in the NFL. A straight season of 14 wins and no losses put the Dolphins in the right frame of mind for a win in '73.

New York 86

A nicely balanced side led the Giants to victory in the '87 Superbowl. An impressive 14-2 season gave them the edge, 39-20 against the Denver Broncos.

Ade hollers... *'YOU CAN'T GO WRONG WITH THIS'*

Let's face it, if you've got *John Madden's '92*, you're not going to want to spend 40 bucks (er, wrong currency, Ade —Prod Ed) on the follow-up. It's a cracking game but there ain't that much difference in gameplay.

The only thing I noticed was the difficulty level. Trying to get past the New Orleans defence is like trying to break into the Bank Of England! The route to the final's one mean feat! You start with 16 teams and break 'em down until the best two are left.

There's one extra play, 'stop the clock'. The quarterback whams the ball on the ground immediately after the snap and the clock stops.

The new additions add to the game's atmosphere. 'Realism' is the key word, methinks. The stats are awesome! There's a list as long as your arm! Fourth Down Conversions, Pass Deflections, Average Yards per Pass... if you wanna know what's what, call up yer statistics.

The sound and sampled speech are vastly improved. The things Mr Madden hollers are great. 'Where'd that truck come from?', 'You'll remember *that* number!' and 'Heck of a play!' are instantly recognisable.

The graphics and animation are slightly better. Stumbling, taunting and one-handed catches are viewed in glorious Technicolor.

If you've already got *John Madden's '92*, keep your notes well and truly in your pocket — the extras won't keep you happy.

If you're a new MD owner, a footy fan and missed out on the hype of the first two John Madden games, you can't go wrong with this. Make full use of that battery backup system — you're gonna need it!

ADE 87%

SF Rating

85% PRESENTATION
● Nice pics of Mr Madden, one- or two-player head-to-head or cooperative, battery backup

88% VISUALS
● Improved animation, slick movements and scrolling. Clear stat screens and onscreen prompts

85% SONICS
● Good intro theme. Loads of 'oomph!', 'ahhh!' and crowd FX. Great sampled speech

90% PLAYABILITY
● A touch tougher than the original. Two-player mode hasn't been improved

91% LASTABILITY
● Well, it's American Football! You'll be playing this till the cheerleaders come home!

87% FORCE
● An amazing game only let down by its difficulty factor

● PRODUCER: EASN
● GG: N/A ● MS: N/A
● MEMORY: 1024K
● PLAYERS: 1-2 ● PRICE: £39.99



SEGA FORCE Proudly presents

DEADHEAD REVISITED

Part One: From the Gutter!

GAME FREAK HISTORY IN THE MAKING!

'Happy Birthday to us! Happy Birthday to us!' SEGA FORCE celebrates its coming of age in style with a bottle of Jack Daniels and a chicken chow mein with double mushrooms! We managed to drag ADRIAN PITT away from the shenanigans and let him loose on the past 12 issues. No stone's left unturned as our man reminisces about days gone by and gives the lowdown on what was good, bad and downright flickin' ugly!

First in line for the Ade assassination, Issues 1 to 6...

ISSUE 1



SEGA FORCE

January 1992

In which the SEGA FORCE Deadheads were let off their leads, Marshal M Rosenthal was found alive and well and living in a loft in New York, Sonic The Hedgehog blasted onto the Master System and a cheesy fetish proved a birrova problem for the Editor...

Thursday December 12, 1991. Issue 1 of **SEGA FORCE** goes on sale. We sit and wait. The phone doesn't ring, the doors remain tightly bolted. Ah well!

The run up to **SEGA FORCE**'s first on-sale date was pretty nerve-racking. Stuart Wynne, the main man at that time, became seriously ill and was rushed into hospital with a kidney complaint. Gall stones, brought on by too much cheese gobbling, I reckon!

Ian Osborne and myself were humble staff writers, **Warren Lapworth** and Phil King were producing things (rabbits outta hats!) and Mark Kendrick was boss-cocky designer, aided and abetted by the young **Ian Chubb**.

'Sega who?'

Getting games for the first issue was nothing short of a nightmare! Software houses wouldn't allow us a peek at their products until they'd seen the magazine! Bit of a Catch 22 situation.

Nevertheless, after a little gentle persuasion (ie, a crowbar through the post!), the games came flooding in! And what a crop they were!

No less than ten Smashes (or 'Blasters', as they were called in those days), MS *Sonic The Hedgehog* being the biggest. We'd missed out on the hype surrounding the Mega Drive version but the MS romp was a visual stunner and every bit as playable as its prickly big brother.

TM SEGA

We gave it a staggering 95% and raved 'MS *Sonic* sets new standards' and 'You'll play this again and again!' The only serious flaw was game difficulty — one of our bods finished it in a couple of days!

Mega Drive owners got a taste of things to come with **Marshal**'s Advance Play of *Pit Fighter* from **Tengen**. Nothing cute 'n' cuddly here, as the coin-op conversion showed large, digitised graphics, with plenty of blood, guts 'n' gore.

Run Ark also received the SF Advance Play treatment. A multi-directional scrolling beat-'em-up with an Indiana Jones lookalike in the starring role, it never again saw the light of day in these hallowed pages.

Also Advance Played was *Galaga '91* on the Game Gear, a *Galaxians* clone with plenty of levels, attack formations and power-ups. **Warren** didn't find it totally addictive but summed it up this way: 'If you like straight-ahead, no-frills blasters, *Galaga '91* is a cartridge to watch out for.'

Out for a duck!

Sega played on the success of *Castle Of Illusion* and released a Mega Drive barnstormer starring that other **Disney** dynamo, **Donald Duck**. The game was *Quackshot* and the rating 93%!

The visuals were on a par with MD *Sonic*. Stuart claimed, 'The graphics are the best yet... astonishing detail. Simply fantastic!'

Flying between locations and solving the abundance of puzzles made this platform jaunt somewhat different to the norm. 'Excellent animation!' screamed **Marshal** — and you don't argue with a dude like him !

One of the weirdest games we played *must* be *ToeJam & Earl* from **Sega**. When you read the scenario, you'll understand why! Two rookie alien astronauts, travelling in a spaceship known as the 'Righteous Rapmaster', crash land on Earth.

The humour element, wacky puzzles, graphics and sound FX made this a winner. We awarded MD *ToeJam & Earl* 94% and hailed it 'a totally awesome experience'.

Shadow of the best?

Shadow Of The Beast was reviewed on both MS and MD. This arcade adventure proved you don't need 16 bits to get ahead! **TecMagik**'s MS version was far superior. We gave it 90% and Ian Osborne said, 'TecMagik's programmers have done just as good a job, but with more of a feel for the game.'

Mega Drive *Shadow Of The Beast* from **Electronic Arts** notched up 80%. While the game was fast and graphically competent, no improvement had been made on gameplay.

EA faired slightly better with their follow up to *John Madden's Football*. Phil claimed, '*John Madden '92* updates a great game with lots more presentational glitz and atmosphere.' The MD sport's sim scored a well wicked 94%.

Sticking with the sporting theme, **US Gold** had a couple of simulations scrutinised in Issue 1. Their classic football game, MS *Super Kick Off*, was the best soccer sim available on any system at that time (we took a sneaky peek at the GG version, too).

Phil played 'em to death and hollered, 'A good, comprehensive footie game, fast and highly playable.' One in the net for **US Gold** with a highly respectable 90%.

Our mates in Brum tried their hand at golf, too, with the release of *World Class Leaderboard* on MS and GG. The graphics on both systems were well-defined and colourful. Ian reckoned *WC Leaderboard* was 'a fun game to play, especially with a friend'. While the GG version received a mini-preview, the MS recieved 79%.

Where's me Speedball?

Here we were, raving about the latest futuristic sports sim, and you poor, underprivileged lot couldn't buy the flickin' thing!

The company releasing *Speedball 2*, good old **Image Works**, was owned by the Mirror group and went under during the **Robert Maxwell** scandal. We gave it 90% and Stuart remarked, 'This superb conversion should see Mega Drivers hip-deep in blood.' **Virgin Games** are now releasing *Speedball 2*.

There was something for RPG fans with the release of MD *Shining In The Darkness* from **Sega**. With the review, we printed maps and tips for the first four levels. Rescue the princess, then defeat the villain who's seeking to usurp the kingdom of Thornwood. At 90%, Ian stated, 'If you like RPGs, you *must* buy this game.' Can't say fairer than that!

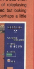
Mega Drive *F-22 Interceptor* and MS *Sega Chess* couldn't be further apart, gameplay-wise,

but both received the **SEGA FORCE** accolade.

The former, from **EA**, gained 90% with the quote, 'Undoubtedly a landmark cart and a must for all Farnborough fans.' The former scored 93%, with a recommendation from Mr Osborne, 'enthusiasts should find this fun to play'.

Bubbling under...

US Gold just missed out on another award with their racing game, *OutRun Europa* (67%). Their RPG, *Heroes Of The Lance*, wasn't a bad effort but didn't capture the true feel of roleplaying (71%). *MD Mercs* was well received, but looking back, the rating — 89% — was perhaps a little



over-enthusiastic (Ian was on a high that month!).

Domark didn't do too badly with their 'near-perfect MD conversion' of **Tengen**'s racing sim, *Hard Drivin'* (81%), and James Pond made a welcome return onto the Mega Drive. *Robocod* from **Electronic Arts** scored 86%.

Game Gear freaks got the chance to club a thug in the oriental beat-'em-up, *Ninja Gaiden* (71%), and Mega Drive fiends followed the antics of Chuck D Head and friends in **Sega**'s weird platform romp, *DecapAttack*. The game-play was fairly unoriginal, nonetheless Mr Head threw up a highly commendable 80%.

The two turkeys of the month were *Back To The Future II* from **Image Works** (62%) and *Strider* from **US Gold**, which scraped 60%.



And there's more...

News-wise, the MD *Game Genie* was due any time and the Mega-CD went on sale in Japan on our date of birth! The feature that issue was a lowdown on the pros, cons and specifications of all three **Sega** machines.

'Adey Babe's Most Meaningful Natter Bit' was to be an ongoing column and my tips section was set to be called 'PITT TTIPS' (my surname's a mirror image of the word 'tip' — almost!). After much deliberation, it was decided 'Pittstop' was a catchier title!

Oh, and then there's that nasty, 'orrible little git, Gutter Snipe (oi! Watch it! —GS), he who answers the mail. But the question remained, would there be *any* mail to answer? Had **SEGA FORCE** Issue 1 been a success?

ISSUE 2



SEGA FORCE February 1992

In which new staff writers appeared, an Editor disappeared, Anthony Stevens appeared, thousands of copies disappeared, the Mega-CD appeared, the WonderMega disappeared — then appeared again!

Oh joy! The public liked us! (And still do, I hope! —Ed.) **SEGA FORCE** sold well in excess of our estimates. The mag sold out in all London railway stations — the first mag ever to achieve that!

With the gruesome front cover came three gruesome new staff writers! To replace Ian Osborne and Phil King (they moved to *Zzap!64* magazine) came Alan Green, Claire Morley and the infamous Paul Mellerick.

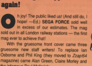


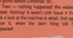


Stuart Wynne left the mag near the end of the schedule and our big, bad Publishing Director, **Roger Kean**, took the role of Acting Editor!

The covermounted competition entailed counting the number of times the phrase 'SEGA FORCE' appeared in the magazine. This gave our receptionist, **Carol**, a major headache as she spent hour after hour checking and rechecking she hadn't missed the odd couple or 12!

We had world exclusive news on the arrival of the **WonderMega**.





It seemed **JVC** and **Sega** planned to release the gizmo before Christmas '92.

Then — nothing happened! We waited and waited. Nothing! It wasn't until Issue 4 that we took a look at the machine in detail. And again in Issue 6, when the darn thing still hadn't appeared!



We *did*, however, have a butcher's at the **Mega-CD**. The little black box promised many things. Sadly, the software around at that time was incredibly naff, as you'll see...

Domark's dazzlers

Marshal was into all things gory. He profiled American software house **Razorsoft**, the fiends responsible for *Slaughtersport*, *Technocop* and



Stormlord. He Advance Played *Death Duel*, their futuristic fighting game-cum-shoot-'em-up, with robots taking the place of humans.

Game Gear *Berlin Wall* also fell into the Advance Play net, an addictive little arcade puzzler, where bonking penguins on the bonce was the main theme. A cracking platforms and ladders game. The Lee Brothers were at it again in MD *Double Dragon II*, also previewed.

Domark were keeping themselves busy! All their releases achieved highly respectable scores. Mega Drive *Pit Fighter* thwacked a good 90%, with a comment from Claire, 'TOTALLY STUDLY!'

Space Invaders had new life breathed into it with the MS version of *Super Space Invaders*. Alan reckoned it was 'a classic game, great in one-player mode, even better as a two-player', and awarded it 87%.

Klax was the most addictive games of the month. A souped-up *Tetris* clone, we missed out on a full MD review, but the MS version scored 81%.

One for strategy fans, Paul Mellerick said

of MS *Rampart*. 'A novel and addictive cross-breeding of *Missile Command*-style cannon fire and puzzle game wall-building.' This **Domark/Tengen** tie-in gained 80%.

Dime for fun...

Sega had a huge batch of releases for February, the best of which was *Lucky Dime Caper*. The



GG and MS versions were radically different, and according to Claire, 'this game seems designed for the GG's LCD screen'.

The MS version was 'tough and frustrating' and scored 78%. The GG version, with its improved graphics and gameplay, got the Game Blaster accolade, 92%.

Another high-scorer was GG *Solitaire Poker* (91%). It came with a recommendation from Mr Mellerick, 'Good looking, sounding and playing! Get it now!'

Master System *Running Battle* met with sarcasm from Paul: 'This game's about as original as a Russ Abbot sketch.' Nevertheless, Claire liked it and, after much argument, a score of 69% was agreed on. *Alien Storm* on Master System was only a one-player game, but contained plenty of coin-op polish to rate an 80% mark.

I seem to remember the Mega Drive version of *Golden Axe II* was played to death in Game Freak Alley. It achieved 84%. The graphics were great but our deadheads thought the levels were too short and lacked depth.

Love ya bruv!

Mega Drive *Jewel Master* was summed up in a sentence by Paul: 'A standard arcade adventure, walk forward bashing all in your way with an obligatory end-of-level guardian who's despatched to advance onwards' (he was always one for short, snappy sentences, was our Paul!). An above-average game, with an above-average score of 74%.

Bonanza Brothers caused a bit of confusion at the time. Our designer made a boob in the ratings boxes! The MS version received 80%, the MD game *should've* come in at 84% — not 64%! (You just can't get the staff these days!)

A flight sim, *G-LOC* from **Sega**, scored 67% on Master System. The follow-up to *Joe Montana* was given a luke-warm response. *Joe Montana II* notched up 76%, with Paul's comment, 'Awkward control system... fun, with awesome sound.'

The two let-downs of the issue were the Mega-CD releases, *Sol Feace* and *Heavy Nova*. Both were Advance Plays.

Sol Feace was a shoot-'em-up with potential, but, as Claire said, 'Not a game to persuade you to get a Mega-CD.' *Heavy Nova* was a slow, uninspiring beat-'em-up and 'makes limited use of the hardware'.

Letters and tips arrived by the sackful! Pittstop had huge sections dedicated to MD *Quackshot* and *Robocod*. *DecapAttack* and MD *Impossible Mission* were also cracked.

Our feature that month was add-ons for all three machines. Gadgets such as the Gizmo, Explorer, Viper and Zoomer landed on my desk. By the time I'd finished writing the piece, I never wanted to see another joystick again!

Gutter Snipe showed what a sarcastic, nasty bast he really was. He received a picture from a guy called **Anthony Stevens** from Essex. Little did we know there were several hundred more to come and Gutty fans had someone to take the mickey out of.

Us Deadheads were well into the swing of things! Ready to kick ass!

ISSUE 3





SEGA FORCE March 1992

In which Two Crude Dudes had Marshal for breakfast, Acclaim announced a new software label, the blue spiky thing got smaller and everywhere you looked there was an Advance Play!

Yep, it was definitely the month for Advance Plays, our erstwhile mega-previews. There were 12 of the beggars, many of which had yet to be released in the English language! We had to employ a Japanese translator, **Tomoko McKay**, to help decipher the instruction manuals!

Marshal previewed **Data East**'s *Two Crude Dudes* on Mega Drive and was impressed by the cola-swigging beefcakes. Nice graphics and plenty of gut-wrenching action.

Paul got his hands on the first decent Mega-CD game, *Earnest Evans*. Although it offered nothing new, his Advance Play heralded, 'Amazing to look at, great to listen to and fun to play.'

F1 Grand Prix and *F1 Circus* on the Mega Drive were previewed by Paul. He compared and contrasted the two.



In the case of *F1 Grand Prix*, the slippery control method spoilt what was otherwise a great game.

F1 Circus was the better sim. With its battery back-up, improved gameplay and controls, this got the Mellerick seal of approval.

Totally beastly

Game Gear fans had a couple of Jap shooters previewed. *Griffin* put you in control of a tank, guns blazing through forests and deserts. Claire called it 'a well programmed game.' GG *Aleste* was a typical race-through-space cart, with fast, furious action and enough of a challenge to keep you playing.

Heavyweight Champ on Game Gear fell on the ropes thanks to Paul's preview. According to Mellerick, this boxing sim was, 'extremely irritating and highly unplayable'. Mike Tyson, take note!

Mega Drive owners were warned to steer clear of *Beast Warriors*. The game saw Paul as a huge monster, battling other beasties to save the world from an evil, domineering force. Great sprites, boring gameplay just about summed it up!

The fighting concept was stretched that little bit further with the **Treco** game, *Fighting Masters*. This again saw monsters in the starring role, fighting to the death. Our girlie reviewer wasn't impressed. *FM* didn't stand out from the crowd.

Claire was a busy girl in March! She also Advance Played *Undeadline* on the Mega Drive. A vertically scrolling shoot-'em-up in the *Mercs* mould, it had clear, well-defined graphics. As Miss Morley said, 'It's tough, it's mean, and by ghoulies it's spine-chilling!'

Game Gear *Axe Battler*, MD *Double Dragon* and *World Cup '92* received the **SEGA FORCE** Advance Play treatment, too.

Compact Sonic

Game Gear owners got a piece of the prickly action with the release of *Sonic The Hedgehog* (89%). 'Playable and addictive. The small screen version's nothing to be ashamed of,' was the cry.

Two RPGs reared their heads this issue, both from **Electronic Arts**. First off, *Rings Of Power* stormed in at 85%, and *Buck Rogers: Countdown To Doomsday* was awarded 82%.

New on the console scene, **Grandslam** released their version of *The Flintstones*. The game looked great but gameplay was incredibly simplistic and boring (61%).

Sega's *California Games*, on the other hand, made the leap from home computer to console in fine style. At 75%, Paul waffled that only the 'awkward controls' let it down.

That old chestnut, *Space Harrier*, zoomed onto the Game Gear. Paul loved it, although his 93% score for Lastability caused an outrage from those who bought it. It was a bit *too* easy. Nevertheless, *SH* received an overall Force rating of 92%.

Monkey business

Shinobi fans were in for a treat with the release of MS *Shadow Dancer* from **Sega**. Claire wasn't impressed and for the first time in his life, Paul agreed with her! One for avid *Shinobi* freaks only (62%).

My favourite game of the month was MD *Toki* (officially released by **Sega** as *Toki Goes Apespit*). Not the most challenging of games but certainly addictive, and the graphics were nice to look at. Final Force rating: 73%.

Two more coin-op conversions were well received. The classic *OutRun* achieved 83%. The MD version was certainly addictive, if a little easy. *G-LOC* on Game Gear thrashed the pants off its MS counterpart. Great graphics and supersonic speed gave this a Blaster at 92%.

US Gold repeated the success of *Super Kick Off*, this time on the Game Gear. The sprites were tiny but quick on their feet. *Kick Off* achieved a goal of 80%!

From footy to golf with the GG version of *Put and Putter*. Not only was it a disaster, staggering in at 50%, but Joe Bloggs and his mates up and down the country were quick to point out we'd printed the wrong screenshots! Whoops!

Flying tonight

We took an in-depth look at **Flying Edge**, the new software label from **Acclaim**. With loads of Nintendo titles to convert, **Bart Simpson** and sports games in the works, they had plenty of rip-roarin' titles on offer. Future issues were to show what the company was made of.

On the news front, **US Gold** advertised their **Super Kick Off National Challenge**, **Sega** were excited about *Kid Chameleon* and **TecMagik** boasted a footy sim to beat the shorts off **US Gold**'s offering.

Lucky Dime Caper, *California Games*, *Pit Fighter* and GG *Sonic The Hedgehog* centred heavily in the Pittstop. And would any of our readers deem themselves brave enough to rub out Paul Mellerick? It remained to be seen...

ISSUE 4

BRITAIN'S TOP RAMPAGING UNOFFICIAL SEGA GAMES MAG – 100% ACTION!

SEGA FORCE

April 1992

In which Kid Chameleon looked cool, Splatterhouse 2 was cruel, Accolade announced their summer range, the Funky Horror Band were certainly strange and no one had time to find Carmen Sandiego!

It was billed as **Sega**'s biggest game since hedgehogs went Sonic. Unfortunately, MD *Kid Chameleon* didn't quite come up to scratch. The graphics, sprites, backdrops etc were slick but gameplay was a little flawed and lacked depth.

Marshal reviewed it and Paul advised, 'Hardened platformers will take to this, those looking for the next *Sonic* should wait.' It was hard to put a finger on just exactly what was missing from *Kid Chameleon*. The final rating was not to be sniffed at, though: 82%.

Marshal took a look **Namco Hometek**'s horror game, *Splatterhouse 2* — even *he* hid behind the sofa! The game spawned a brilliant quote: 'Compared to this, *Altered Beast* was like walking the dog!' His Advance Play was not for the squeamish!

On the review front, **Electronic Arts** spawned an educational title (their first '*Edutainment*' game), *Where In Time Is Carmen Sandiego?*. It involved searching for clues in a huge encyclopaedia.

'Learn as you play' was the theme of this detective MD Blaster. It had us engrossed

from the start, but looking back, 96% was a little steep. Nevertheless it still deserved its **SEGA FORCE** accolade.

It was *me* who gave birth to the quote 'Parents, if you reckon the Mega Drive's only good for one thing (ie, blasting baddies and causing mass destruction), buy *Carmen Sandiego* for the young un's.'

Keeping with all things educational, **Sega** launched *Art Alive*, a fairly inept drawing/painting facility. Playing around with the pre-drawn sprites was fun; however, the package wasn't *that* user-friendly (70%).

Strike gold

There were a couple more '90 and overs' this issue. In another joint venture with **Tengen**, our mates **Domark** revived a blast from the past, old jaundice-features himself, *Pac-man*! The MD game, *Pac-mania*, chomped a corking 93%. MS *Ms Pacman* wasn't far behind with a staggering 92%.

The game that took the console world by storm was *Desert Strike* from **Electronic Arts**. The Mega Drive lacked a good, challenging, strategy-based shoot-'em-up, but as was said at the time, '*Desert Strike* grabs the genre by the scruff of the neck and makes it its own.' We rated the game at 92%.

Electronic Arts grabbed *Marble Madness* by the balls and released it onto the Mega Drive. Paul's quote was lifted straight from a lager commercial: 'Good, but not *that* good.' This was a cracking arcade conversion but contained no new features (82%).

The world, it seemed, had lost count of the number of *Wonderboy* games! **Sega** revived an already tired format by adding RPG elements to *Wonderboy V in Monster World III* (see what I mean?!). The novel twists in the game and complex puzzles earned it 84%.

GG not-so goodies

Handheld honchos got a look-in with *Halley Wars*, *Slider*, *Pengo* and *Joe Montana Football*.

The shoot-'em-up, *Halley Wars*, was liked by Claire and myself. The graphics were nowt to write home about but gameplay was good (82%).

Slider and *Pengo*, both puzzle games, were alike in many ways. The furry yellow *Slider* just had the edge with 69%. *Pengo* became a little repetitive after a while, and so scored 60%.

In Paul's view, *Joe Montana Football* was 'the only half-decent American Football sim on the Game Gear'. Even so, he ended his review with, 'If sport's your thing, play *Super Kick Off*.' *JMF* touched down with 60%.

Staying with sport, **Accolade**'s MD *Winter Challenge* was reviewed. A well presented game, with plenty of outdoor events, including bob sled, slalom and ski-jumping. Claire enjoyed this in tournament mode but I found some of the events a little annoying (better get some practice in on the piste! —Ed). Nevertheless, with a ten-player option, this was one to play with a few friends after you'd been on the... (Watch it! —Ed.) *Winter Challenge* breezed in at 80%.

Back to the drawing board!

Acclaim released the *Image Works* title *Back To The Future III* on Master System. I bet they wished they hadn't! It was one of the worst games we've ever played.

The lack of levels and annoying gameplay were its downfall. Nice graphics, shame about the game. *BTTF III* scored 15% for Lastability and 33% overall.

A quick look at Advance Plays for this issue: *Croc World* on MD (a *Berlin Wall*-type affair), Mega Drive *Rolling Thunder 2*, *Funky Horror Band* on Mega-CD (a poor RPG with Jap text), Game Gear *Chess Master* (self explanatory!), MD *Varis SD* (a cutesy, mediocre Japanese beat-'em-up), MD *Super Off-Road*, *Task Force Harrier* (below par war scenario shoot-'em-up on MD) and *Warsong* (abysmal Mega Drive strategy game).

In the feature department, contributor Paul Rigby went deep into **Accolade**'s cellar to view *Double Dragon* and *Test Drive 2* and gave the lowdown on the programmers of *Winter Challenge*. Oh, and the WonderMega was scrutinised yet again! (Still no sign of an official release!).

Back in Game Freak Alley, there was a buzz going round that a new Editor was on his way. Woe! No more midnight feasts and trips to the off-licence in the middle of the day! Apparently, this guy meant business…

ISSUE 5

SEGA FORCE **May 1992**

In which the mag was rescued by a Knight in shining balaclava, an army of lemmings dropped in for a chat, the best games on each system were placed in order of merit and folk everywhere could be seen wearing funny-coloured spectacles…

We were briefly introduced on the day of his interview. Tall, suave, sophisticated, hair beautifully slicked back, nice suit, neat and tidy. Sadly, **Tony Slattery** didn't get the job!

Only joking! **Chris Knight** was awarded the prestigious honour of Editor of Britain's Number One mag for Sega game-freaks'. It was a hard-fought race. Old Chrissy Boy beat three chinchillas, a pit pony with a lazy eye and a mynah bird with a speech impediment.

With his arrival came a departure. Claire Morley moved from reviewer to designer to help out **Ian Chubb**.

The quote 'Seeing the world through rose-coloured spectacles' spawned the idea for this issue's 3D pics! I ask ya!

Our lead Advance Play that issue was **Sunsoft**'s ace conversion of *Lemmings* by **Psygnosis**. Marshal took a peek at the game and shouted from the clifftops, 'The animation and sound are excellent… This

game'll get you... You just gotta love *Lemmings*.'

Accolade allowed us a look at MD *Test Drive II*. In his preview, Paul wrote, 'Driving fans should be wetting themselves 'cos this is shaping up to be a cracker of a racing sim.'

TecMagik's footy game, *Champions Of Europe*, looked promising. We'd see next issue whether it'd knock *Super Kick Off* from its perch.

Paul gawped at *Bart vs the Space Mutants*, 'in the works' on Master System and Game Gear. He said, 'Bart himself looks great. The backgrounds and sprites are fantastically drawn and animated.' The game was reviewed in a later issue.

© Matt Groening

Marvel at this...

Comic book hero Spider-Man swung onto the GG with much acclaim. The **Flying Edge** game was a barnstormer.

'I can't rave enough about *Spider-Man*. It's the best GG game I've played,' exclaimed Paul. Saving New York from the clutches of Kingpin was great fun. This version was on a par with the MD game, playability-wise, and the graphics were amazing.

A potion from Getafix the druid helped save Asterix and friends from several thousand dastardly Romans. It also secured the 8-bit title a place high in the **Virgin** and **Gallup** charts. One of our favourite MS games (81%), *Asterix* was 'instantly playable and totally addictive... with faithful representations of the cartoon heroes'.

Hellfire appeared on Mega Drive, at long last. The graphics were above average and colourful, but playability's where this one scored highly. 'The toughest, most polished shoot-'em-up on the Mega Drive,' screamed Paul in between bouts of baddie-blasting. It was awarded 92%.

Domark released their first version of the coin-op game *Paperboy* onto Mega Drive this month. No handlebars this time around! The game achieved 79%. Even though arcade freaks would find nothing new, first timers were in for a treat.

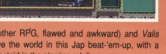
Finally on the review scene, *Fantasy Zone* on Game Gear. A fairly mediocre title (66%), this shooter wasn't as easy as most GG games. The scrolling was slow and bumping into bad guys that weren't yet onscreen was par for the course.

We Wonder if...

Further Advance Plays offered nowt spectacular. On Mega Drive there was *Exile* (above average RPG with slash 'n' hack elements), *Battle Mania* (easy and repetitive beat-'em-up), *Battle Master*







(another RPG, flawed and awkward) and *Valis* (save the world in this Jap beat-'em-up, with a schoolgirl in the starring role!).

Game Gear-wise we had *Chase HQ* (racing game with crisp, clear graphics but samey gameplay), *Buster Ball* (*Speedball* clone unsuited to the small screen) and *Alien Syndrome* (run-of-the-mill race around, collect and shoot game).

Here at last! Well, it *was* if you lived in Japan or were a grey importer. The **WonderMega** was featured AGAIN! A double page spread showed never-before seen pics of the ins and outs of **Sega**'s latest and greatest whizzo machine.

Kid Chameleon was tipped to death by **Marshal** on three pages and Paul gave his guide to the best shoot-'em-ups, arcade adventures, puzzle games, sports sims etc. *Sonic* was the best platformer on all three systems, *Golden Axe* the best beat-'em-up on MS and *EA Hockey* the greatest sports game on the Mega Drive. Some of us beg to differ!

By the issue's end Paul found himself in a psychological maelstrom of his own making. **Big Ed** had cracked and was looking up the pit pony's telephone number and... Hang on a mo — there was an empty desk! Who was gonna replace Claire Morley as staff writer? Hmmm...

ISSUE 6

SEGA FORCE June 1992

In which Issue 5 came back to haunt us, Paul Mellerick challenged Danny Curley, Stourbridge gave birth to a superstar, Taz and Bart whizzed onto the Mega Drive and basketball was the 'in' thing!

Dear Gutter Snipe. Why, oh why, oh why, oh why did you have two Issue 5s?' Aaaaaargggghh! Every other letter asked the same question! The barcode section on the front of the mag hadn't been changed. And d'ya know what? Not a soul in Game Freak Alley noticed! I'm sure, in a couple of decades time, the issue'll be worth millions!

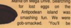
Stourbridge has its fair share of superstars. **Pop Will Eat Itself**, **The Wonderstuff**, **Ned's Atomic Dustbin**, **Mat Yeo's Nuclear-Powered Tortoise**... eh?

A musical maestro he ain't, but new staff writer **Mat Yeo** settled in pretty quickly and was soon ironing **Big Ed**'s long-john's and dusting my knick-knacks!

The Advance Play situation had started to get a little out of hand. This issue there were 18 — yes, 18 in all! So, let's have a look at 'em in the order they appeared.

Marshal previewed **Data East**'s Mega Drive *Atomic Runner*. 'Fast action, loads of it and tons of ugly things to take on and blow apart.'

An up-and-coming hit for **Sega** was *Taz-Mania* on Mega Drive. Searching for lost eggs on the Antipodean island was smashing fun. We were gob-smacked. 'You'll be



hooked by this furry fiend... This game's gonna knock your bleedin' socks off... The sprites are eye-popping.'

Like a Virgin...

There was MS *Putt and Putter* (simple crazy golf-type game), Master System *Air Rescue* (above average, save hostages and blast everything in sight) and MS *Sagaia*, (shooter with plenty of levels and guardians, only for die-hard fans of the genre).

Next up, MD *Turbo OutRun*. We advised racing fans to buy *Road Rash* or *Super Monaco GP* instead.

Virgin planned an MD release of the Amiga smash *Manchester United Europe*. The name changed to *Euro Club Soccer* and Paul said of it, 'The graphics are spot on... the control system's a bit daunting to begin with.'

Virgin had plenty more on offer: MS and MD *Chuck Rock*, *The Terminator*, *MD Corporation* and MS *Arcade Smash Hits* (all reviewed in a later issue). Their MD version of *Xenon 2* received an Advance Play and Paul reckoned shootie freaks would find it a tough challenge.

Bart Simpson showed us his shorts and Space Mutants on the Mega Drive. 'This looks a cracker,' yelled Paul of the **Acclaim** game. Marshal viewed *Mystical Fighter*, a ninja beat-'em-up, and said, 'The special effects of the magic and magical beings are nicely done.'

To round off the Advance Plays, there was *Alisia Dragoon* (fairly bland horizontal beat-'em/shoot-'em game), *Calibre .50* (*Commando*-style repetitive blast with terrible graphics, sonics and gameplay) and, the light at the end of the tunnel, *Olympic Gold* from **US Gold** on Mega Drive and Master System. 'Sports fans are gonna love this,' exclaimed Mellerick.

G'day sport!

Sports games centred heavily in the reviews. **TecMagik** received the praise they deserved for *Champions of Europe* (91%). The attention to graphic detail gave it the edge over *Super Kick Off*.

Ayrton Senna's Super Monaco Grand Prix 2 from **Sega** zoomed in at 94% on the Mega Drive and 88% on MS. 'Beefed up scrolling and better looking backdrops,' was the cry.

Sega also released *Wimbledon Tennis* on the Master System. The graphics were small, but the game was nicely presented, easy to control and had plenty of options (82%).

Mario Lemieux Hockey sounded like a Nintendo reject, played like a bulldozer stuck in Tarmac and ended up a puck in the **SEGA FORCE** ice hockey challenge (65%).

There was a glut of basketball games. Paul went insane reviewing them all!

Mega Drive *Jordan vs Bird* was the worst sports sim **Electronic Arts** had released. 'Even basketball fans should dribble well wide of this,' Mellerick advised. It notched up 57%.

Arch Rivals, on the other hand, was well received. **Flying Edge**'s MS game got a mini-preview, while the MD version netted 86% and was hailed as 'a great two-player game'.

Sega let us preview *Dave Robinson's Supreme Court*. Paul thought it 'pretty run of the mill' and found it 'just too awkward to control'. The computer teams were easily beaten.

Double trouble

Accolade's *Double Dragon* (released on the **Ballistic** label) was a great disappointment (43%). Paul and I agreed Mega Drive freaks would finish it within a week. It was too flickin' easy. Nice graphics, though!

Their version of MD *Super Off-Road* wasn't too bad, although it seemed our expectations in previous issues were a little high. 'Good to start with, but after a few hours it dies' (71%). **Ballistic**'s *Test Drive II* had samey backdrops and flawed gameplay, *also* receiving 71%.

Yet another RPG landed on my desk, MD *Super Hydlide*. It scored 59% — we'd 'seen it all before'.

Finally, MD *Fireshark* (fly through ten stages in a bi-plane) was fairly average, 65%, whereas *Gynoug* on the Mega Drive was graphically impressive, fun to play and scored 84%. Phew!

We featured the Mellerick vs Curley challenge at the **Game** computer store in Romford. Paul just about thrashed the Pampers off little Danny. The two of 'em were left nursing blistered fingers and Romford was still trying to work out what the hell was going on!

Domark announced their pre-Christmas releases (MS *Prince Of Persia*, *Trivial Pursuit* and *Pit Fighter*, Mega Drive *James Bond*) and rumour had it **Sega** were planning a video game rental scheme.

Tired and bewildered, fed up with taking the mickey outta the new boy, sick of hearing Paul's constant bragging, we called it a month, retreated to our beds and prepared for yet another great revelation that was to be... Issue 7? Er, or was it Issue 8? Oh, I dunno...

Anyway, at least you now know the lot...the blood, the sweat and the tears of the first six months! Oh yeah, there was quite a bit of fun stuck in there too! Some of you know what happened next, but have we got a treat lined up next month for those that don't!

Time's up, folks! Next month, Issues 7-12. Gasp as Prince Of Persia arrives on the Master System, Aliens invade Game Freak Alley, a staff writer mysteriously disappears, a kiwi goes doo-lally tap over his girlfriend, Sonic finds himself a friend, Batman pays us a special visit and SEGA FORCE finally get their WonderMega... Or do we? Tune in next ish, when all will be revealed!

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GUTTER SNIPE

Hark now hear the deadheads sing, Gutter Snipe is letters king! Peace on Earth and Banks's Mild, your scribblings send this monster wild. Our dude thinks Yuletide's one for bores, he don't believe in Santa Claus. Humbug!

Letters!

Bah! I hate this Christmas lark. Waking at 4.30 in the morning to open 39 pairs of socks, umpteen bottles of anti-perspirant, a box of handkerchiefs and a skip-load of Hai Karate aftershave. Then sit listening to ya Granny waffling on that in *her* day, all the young un's got was an apple, an orange and a clip round the ear'ole.

Time to doss around till dinner, playing with the boxes ya presents came in, scoffing ya face full of nut brittle, Turkish Delight and everything in ya Selection Box apart from the Curly Wurly. If ya lucky, you can sneak behind the settee and wolf down the straw-berry, orange and coffee creams outta ya mother's Quality Street tin — hoping she won't notice!

Oh, and then there's non-stop Noel Edmonds on BBC1, *Chitty Chitty Bang Bang* on ITV and a Czechoslovakian cartoon on Channel Four. Humbug! Ya can stuff that lot in a mince pie and stick in ya shower cap for all I care! This Yuletide I'll set light to me baubles, commit hari karl on the fairy and beat up a few carol singers on Boxing Day.

If you lot can tear yourselves away from the pre-Christmas festivities and fancy winning a SEGA FORCE T-SHIRT and a pile of TACKY RUBBISH, send ya scribblings to: GUTTER SNIPE, SEGA FORCE, Europress Impact, Ludlow, Shropshire SY8 1JW. Oh. and check out these hallowed pages for this issue's CRAPPY CHRISTMAS CARD COMPETITION. There's a T-shirt up for grabs there, too!



Poor Sonic! Someone give him a ring! He's lonely. The infamous *Anthony Stevens* from Essex has spiky in an eternal triangle. Shame! Not a pic winner, but remember there's a T-shirt and tack up for grabs.

Snooker loopy!

Dear Gutter Snipe
As a new Mega Drive owner, I'd like to know if there's a snooker game available on the MD. I can only find one for the Master System.
At 31, I'm probably one of your ancient readers, but I find your mag's well worth the outlay. Keep up the excellent work.
M Carroll, Rochester, Kent

Bless my soul! There are folk older than you, matey! (What a Christmassy kinda name you've got there, by the way!) Why, only the other day, I had a letter from Rene Rendall. She's 103 and lives in a mobile home in a lay-by just outside Nantwich!

As a matter of fact, the only snooker-type game I can think of is a little number we reviewed not so long ago called *Side Pocket*. But that's a pool game. Same thing, really, only you don't have to put ya balls back on the table! I've heard a rumour that *Jimmy White's Whirlwind Snooker* may be coming out on the MD; I'll let ya know when (if) that looks likely.

In the meantime, a wrinkly like you should keep taking the vitamins, along with plenty of regular exercise. Your bowels should be in tip-top condition from now through to New Year's Eve. See ya!

Desert-ed codes

Dear Snipe
In the October issue of SEGA FORCE, there were 43 codes for *Desert Strike* on page eight. All the codes are eight numbers/letters long, but there are only seven spaces and no numbers on the password screen in the game.
Please could you explain to me, and I suppose hundreds of SEGA FORCE readers, why this is? Any chance of sending me a prezzy for spotting this stupid mistake?
Joseph Rollins, Cumbria

'Stupid mistake'? The codes to which you refer follow on from a news piece about the *Game Genie*. This handy little contraption allows the entry of passwords and thus, those codes you saw are input on the *Game Genie* password screen! Simple, huh?

That last statement was taken from my new book, '1001 Ways To Patronise Your Readers', priced £69.99 from all good supermarkets, just by the Digestives!

Our blue buddy takes a back seat, courtesy of Paul Williams, age 12 from St. Ives in Cornwall. Miles Prower's a bit of a radical dude, eh folks? Dig the shades, Miles. The jacket's pretty funky, too. Is that a Top Man classic by any chance?

When I were a lad...

Dear Gutter Snipe
Whatever happened to the days when you could pop down to your local computer store and buy a top title for around £6?
I've finally managed to save 40 quid for a Sega game. Yep, 40 quid! I thought the saving was the difficult bit but — oh no! — now I've got to choose a game! I've read your reviews for the past ten months and taken note of your 'do's and 'dont's, but I'm still stuck with a shortlist of about 20 games!
If I remember right, I spent many a rainy day writing to the Ludlow crowd — ie, *Crash* and *Zzap!* — and have always relied on you for sound advice. So, what do I go for? HELP ME PLEASE before I spend two month's savings on beer through pure frustration!
Darren Gittins, Harrow, Middlesex

Quick somebody! The man's turning to drink for comfort! Why not spend that 40 quid backpacking across the Pennines, it's really rather rewarding!

It's difficult to put a finger on one particular game. More than likely, by the time this letter's printed, you'll have spent ya dosh on a year's supply of apple juice! But just in case you've any pennies left over, why not try *Sonic 2*, *Mickey and Donald*, *Dragon's Fury*, *Lemmings* or *Alien 3*? There, that's put a few corking titles at the top of ya list!

If I get Alcoholics Anonymous phoning me in the next few weeks, I'll know you've not taken my advice! Take care!

Norwegians would...

Hi Gutter Snipe
I'm a 19-year-old Sega fan from the northernmost town in the world, Hammerfest in Norway! I own a Master System, Mega Drive and 32 great games. I've two questions I hope you'll answer for me:

Student loan

Dear Utter Gripe
Please find my interpretation of the latest episode in the **Sega** v **Nintendo** war. I'm a 20-year-old Business Studies degree student in the second year of study. Therefore, I can spot a good buy a mile off — and that's what **SEGA FORCE** is! A T-shirt wouldn't go amiss, poor student and all that!
Clare Perry, Arrington, Herts

Crikey! An intellectual reads SEGA FORCE! I thought I was the only one! Business Studies, eh? What sort of business ya studying? The sort where ya mother runs into the living room and shouts, 'Oh hell! The dog's done his business on the lino?' I bet!

What ya doing drawing pictures? You should have ya nose buried deep in a book. If I know you students it's *The Good Beer Guide*. Anyway, I can lend you a T-shirt for about 20 minutes, but I expect it back — *Persil* white, ya hear?

Basil Brushes Hughes Mario...

1. Why do I never see **Sega** commercials on TV? I watch Screensport, MTV, Eurosport, Discovery> and a few others. **Nintendo** always show up with their dull, crappy machines. I even look at the boards running alongside football fields and Nintendo appear there! This worries me.
2. I've heard rumours MTV will run a show called *Mega Bytv*. Do you know when it starts?

Thanks for a great mag. They're pretty hard to get up here!
Torivar Hartvigsen, Veita 11, Rypefjord

Surprise! Surprise, Mario gets it yet again! This time, the poor bloke's had his head shoved down the bogatory! Thanks to *Peter Lacy of Banbridge, Co. Down*. He wins a SEGA FORCE T-shirt and tacky rubbish!

I bet you lot up there can guarantee a white Christmas!

We've a couple of Sega commercials on British TV, Torlvar, and Sega recently sponsored the European Football Championships. We get those Nintendo (cough, spit) adverts, too! Perhaps someone from Sega Europe's marketing department will plug Norway in after reading this. Keep your eyes peeled over the Christmas period 'cos I'm sure Sega will beef up their advertising campaign and thrash the pants off Nintendo.

I gave MTV a ring and spoke to a nice lady in their press office (phwoar!) and she reckons they've no plans at present to produce a computer games show. Funny that, 'cos I was lead to believe they *were* dreaming up a console show. Well, as they say here in Britain, I got it 'straight from the horse's mouth'. Pretty sexy horse, nonetheless!

Coming soon on MS...

Dear Gut
I like your mag, particularly your column! Please could you answer these questions:
1. When are *Taz-Mania*, *Pit Fighter* and *Streets Of Rage* coming out on the MS?
2. Are there any cheats for *Chuck Rock* and *Spider-Man* on the MS?
3. Is *Terminator 2* due out on MS?
Nicholas Welford, Leominster, Hereford

How d'ya get a hundred fat cows into a barn? Put a Bingo sign on it! Quick joke there to relieve the boredom of answering questions! (Oi! That's what you're paid for, Sonny! —Ed.)

***Taz-Mania* was set for a Feb '93 release, but hopefully it's been brought forward and should be out around Christmas time.**

***Pit Fighter* should be out as we speak and *Streets Of Rage* is scheduled for a Jan '93 release. As for ya tips and cheats, what d'ya think *my* name is — Adrian Pitt?!**

***Terminator 2* from Acclaim is another January release.**

Teach yourself to grovel

I'll soon be getting a Mega Drive and I'm going to get your magazine every month. I think your mag's the best **Sega** magazine in the entire Universe!

This is the first letter I've written to a mag in my entire life. It would really make my day if you would publish this. I'd really like to see it in your magazine. It'd be a real privilege.
Dominik Naylor, Alford, Lincs

I've printed this letter for a reason — to show you what I have to put up with every month!

Doesn't it make ya sick? This is the most grovelsome letter I've EVER received. Dominik's obviously read, 'How to Get on the Good Side of The Editor' by Mat Yeo, priced diddly squat from all good Chinese laundries.

Nevertheless, we like to encourage new readers, so a wopping great Christmas present flung in my direction's a sure way of getting your letter printed. (And a sure-fire way of getting your fingers chopped off! We're not into bribery here! —Dep Ed.)



IT'S ON THE CARDS!
Win a T-shirt here!

Own up everyone who's committed the following crime: you open your box of Christmas cards, send all the nice, cute 'n' cuddly ones to your favourite friends and the grotty, crusty old robin-on-a-log things to the vicar, chemistry teacher and woman in the woolly hat three doors down.

Well, why not send those tacky old Chrimbo cards to me! The sender of the TACKIEST CARD imaginable wins a limited edition SEGA FORCE T-SHIRT and gets their card printed in all its glory in this letters column!

So get those Christmas cards in now! Include a warm and wonderful message inside, along with your name and address, of course! If you want the T-shirt signed by the SEGA FORCE Deadheads, let us know when you send the card.

The all-important address is: **HAVE A MERRY SNIPEMAS, GUTTER SNIPE, SEGA FORCE, Europress Impact, Ludlow, Shropshire SY8 1JW**. Season's Beatings to one and all!

Classified information

Dear Gutter Snipe
I write in response to a letter you received from **Matthew Coleman** and **Paul Branton**. All they do is criticise your magazine. They don't look for the good things like the wicked competitions and letters. How can they say the reviews are rubbish? OK, so there aren't as many MS reviews, but that's because there are fewer MS games being released. Now I've got that off my chest, here are a few questions (**I knew there was a catch! —Gut**):
1. Is *Desert Strike coming out on the MS?*
2. Do you think I should sell my Master System?
3. If I don't sell it, what games d'ya think I should get?
4. When will *Predator 2* hit the shelves?
David Piddock, Wednesbury, West Midlands

Thanks for standing up for us, Dave! Those Deadhead reviewers hide behind the sofa

Not-so great Britain

T-SHIRT WINNER

Dear Gutter Snipe
In March of this year, I purchased a **Sega** Mega Drive. Looking at the ads on TV, I expected there to be a huge range of 'available' software from £30.

Since then, I've come to realise this is not the case. I now find that none of the new releases are less than £40. Also it appears **Sega** are dictating what we, the UK, are able to play.

Unlike many letters to your mag, my main qualm is not with the pricing of software (although difficult cartridges would provide better value for money) but with the way **Sega** are catering (or not, as the case may be) for UK gamesplayers. Month after month, games are reviewed in your magazine, but I'm unable to purchase the official cartridges until **Sega** deem them suitable for human consumption. This seems totally unfair as Japan and the US have often had the games for over 12 months, eg, *Batman*, *Gynoug*, *Hellfire* — the list goes on!

At the moment, I'd really like to play *Krusty's Super Fun House* and *Bart vs the Space Mutants*, but I suppose I'll have to wait for **Sega** to put them on their official release schedule.

I'm aware that **Sega** are rereleasing older games at affordable prices (£20) but why's the standard so low?

As a finishing point, I'd like you to answer these queries:
1. In the October issue of **SEGA FORCE**, I read that *Street Fighter II* was making an appearance on the Mega Drive. Is this true or just another fairy tale?
2. Why's *Prince Of Persia* only getting a Mega-CD release? If the MS can run the game, then surely a bog-standard Mega Drive can?
John Ruddock, Tyldesley, Manchester

Blimey, who rattled *your* cage?! I understand what you're saying, though.

The reason we wait ages for games is because the carts are produced first in Japan and America, so the developers hold the rights to sell games *first* in their own country. Then, after a bit of wheeling and dealing, the rights are sold to the UK and the games appear over here (after the packaging's been approved, instructions rewritten etc etc).

Hopefully, the quality of lower-priced games will improve, and if rental takes off, you can try before you buy. Who knows, Sega's worldwide releasing policy may make things a helluva lot easier. What d'ya the rest of you think about John's comments?

The *Street Fighter II* on Mega Drive situation's still a bit up in the air. What we *do* know for certain is there's a Mega-CD version due out next year. Cold comfort indeed for MD owners!

Your guess is as good as mine as far as *Prince Of Persia*'s concerned. The MS version was brilliant, the M-CD game was naff. I rang Domark and they didn't know why the game wasn't being developed on the Mega Drive. They have no plans themselves to release a 16-bit version. Perhaps the success of the MS romp will warrant an MD release from another software company?

Anyway, I'm sending you a T-shirt and load of tacky dross, 'cos I reckon you've got ya head screwed round the right way! See ya!



Hurrah! It's GUTTER TACK TIME! On the conveyor belt tonight: You *could* win this beautifully crafted postcard, or a smack round the head with a chunk of Dutch Edam! Love it!



We can't get away from these two. The mailbag's jam-packed with Sonic and Tails piccies. This corker's from *Daniel Price* of *Essex*. Cheers!

when *Doctor Who*'s on the box!

Domark have clinched the 8-bit *Desert Strike* deal. The MS and GG versions are pencilled in for an August '93 release.

If ya wanna sell your MS, why not put an advert in the SEGA FORCE CLASSIFIEDS section? On the other hand, there are loads of great new releases for the Master System — *New Zealand Story*, *Sonic 2*, *Lemmings*, *Mickey and Donald*, *Robocod*, *Indy 3*, *James Bond* and *Prince Of Persia*, to name but a few!

***Predator 2*'s available on import for the Mega Drive, but heaven knows when Acclaim will release it officially. An MS version hasn't been confirmed. It's a funny old game, this software business!**

Right to reply

In Issue 11, a letter was published from Matthew Coleman and Paul Branton of Kent. Throughout their correspondence, they literally tore SEGA FORCE to bits. I asked for your feelings on the letter and what the dastardly duo had to say. Among the many replies, this was one of the funniest...

I'm writing in response to the letter from **Matthew 'Gimper' Coleman** and **Paul 'Sphincter Boy' Branton** (Iss 11). There was no need for their rude outburst. Your magazine's excellent.

From their letter, I asked myself the following questions: 1. How old are these so-called (ahem!) people? 2. What sort of environment did they grow up in? 3. How do their parents feel about the letter?

The answers I came up with were these: 1. Two-and-a-half (that's dog years); 2. A padded cell; 3. Probably helped write the thing!
Kevin Gilmour, Cumnock, Ayrshire

Cheers, Kev — the cheque's in the post!

Miss it and weep

Dear Splutter Gripe
I've only been getting **SEGA FORCE** for a few months and, even though you'd talk a glass eye to sleep, I'd like to ask you a couple of questions. Well, three really!
1. Have you ever had a feature on the Mega-CD, 'cos if you have I've missed it!
2. Is there any chance (grovel, grovel) of having an issue containing all the games you've reviewed in '92? I've missed half your mags and can't afford back issues. I'm skint!
3. I thought that pic of **Sonic** peeing on **Mario** was a bit out of order! Don't you think **Nintendo** dodos have enough trouble, without taking the pee all the time?!
Carl Grainger, Leeds

Now, now! Let's not bitch about Nintendo! (You hypocrite! —Ed.) We had a feature on the Mega-CD way back in Issue 2, when Ade was still in nappies and Mat and Paul were mere twinkles in the Europress crotch. There was a feature on the WonderMega in Issue 5.

Your dream has come true, Carl. In the not too distant future, we plan to print the low-down on games we've reviewed in the past for new readers like yourself. Stay tuned!

The Aliens are coming!

Dear Gutter Snipe
I think your mag's excellent. I like the things you give away with it. Here are a few questions for you:
1. Is *Alien 3* coming out on the MS?
2. What games do you get with this **WonderMega** thingy?
3. When does *Robin Hood* come out on MS?
4. Will there be a converter so I can play MD games on my MS?
5. Is there going to be a *Castle Of Illusion 2*?
John Oatway, Stevenage, Herts

Hello John, got a new motor? Well my friend, according to my list, Acclaim had MS *Alien 3* scheduled for an August release. Looks like they're a wee bit late! I rang 'em up and got one of those answering machine thingies. So I promptly blew a raspberry down the phone and hung up!

Second time around, I spoke to a real human being at their PR company and he reckoned they've no record of *Alien 3*. Thing is, it's out in the shops NOW! Weird, huh?!

WonderMegas are available from a few shops here in Britain but what games come with 'em depends on the retailer. You either get nowt or a couple of CDs at a price. When the thing's officially released in Britain, it *may* come complete with *Sonic*, *WonderDog* or *Donald Duck* on CD. But who knows? Nothing's certain yet!

***Robin Hood* comes out in December. You can get one of those converters in your dreams and *Mickey and Donald* is *Castle Of Illusion 2*. Phew!**

Right my little angels, we've come to the end of the Yule Log. Have yourselves a Snipe-tastic Christmas and I'll see you in the New Year, bright-eyed and bushy-tailed (I bet! — Dep Ed). Don't forget the CRAPPY CHRISTMAS CARD compo and there's a T-shirt and tack for the BEST LETTER and BEST PIC printed.

Remember the address, it's GUTTER SNIPE, SEGA FORCE, Europress Impact, Ludlow, Shropshire SY8 1JW. And if ya wanna talk to those Deadhead reviewers, the number to call is (0584) 875851. Give 'em some stick! Bye for now!

SEGA FORCE CLASSIFIEDS

It's a familiar situation. You've played through every game in your collection, start to finish, forwards, backwards and sideways. You've found the level select, sound test, secret levels and hidden drawer with a scale model of Thora Hird inside. What's left to do?

Flop all! So why not sell your carts to get the cash to buy some spiffy new games, or maybe swap them for a seasoned classic? Putting a small ad in SEGA FORCE Classifieds cost as little as a pound (yup, a single golden coin) and ensures thousands of deadheads will see what you've got for sale or exchange.

Or perhaps there's a particular game you want, or you'd like a pen pal, or want the world to know about your Sega user group, or... It's all up to you! Go for it!

FOR SALE

Over 30 Mega Drive-Master System titles for sale or swap. Titles include Aliens III, NHL '93, Taz-Mania, Aquatic Games. Please send lists with prices and SAE for full list to: Craig, 18 Hayward Avenue, Loughborough, Leics LE11 2PR. I also require Spectrum-C64 games.

Sega Master System II with Alex Kidd, two control pads and three games, including Champions Of Europe, must sell, £80 ono. Phone John on (0420) 477373.

Mega Drive games for sale from £10, will do swaps too, £2.50–5, same value, ring me on (021) 459 7576.

Mega Drive, four months old with joypad and Sonic, PGA Golf, Desert Strike, Monaco GP II, Taz-Mania, James Pond II. All boxed with instructions. Proof of purchase and demo if needed and a few mags and cheats. Bargain at £275. Tel: (0924) 258026. Will deliver anywhere in Yorkshire.

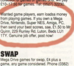
Mega Drive, Arcade Power Stick and six games, £160. Tel (0277) 223066, after 6pm, ask for Al.

Anthony Stevens for sale. All wires and fully boxed, only 22 years old. Worth £80 but will sell for 25!

N-R-G, the ultimate cheat-tip book, solely dedicated to Master System owners. Winter issue £1. N-R-G, 20 Heath Close, Dewsbury WF12 8RE.

Sega Master System, including Battle OutRun, and Super Kick Off games, offers welcome. Tel: (0732) 832089.

Game Gear, never used, with Columns and Master Gear adaptor. £100 only, telephone (0992) 462897, evenings and weekends only, please.



Game Gear for sale, excellent condition, still boxed plus four games and mains adaptor, includes 15 magazines. Sell for £110. Tel: (0246) 271849.

Sega Master System Plus, games include Hang-On, Safari Hunt, Maze, Action Fighter, Tennis, Sonic, Super Monaco GP and Mickey Mouse. Light Phaser, two control pads, boxed with instructions. Worth £252, sell for a measly £135. Phone evenings on (081) 461 1036.

Cheap Mega Drive and Game Gear cartridges for sale (Jap) 4-in-1's, 2-in-1's available. For more information, write to Fairuz, No 31, SS21-9, Damansara Utama, 47400 Petaling Jaya, Selangor, MALAYSIA.

Master System 2, five games, four months old, excellent condition, worth £200, will sell for £90 ono. Ring (0384) 252414.

PEN PALS

Mega boy in early twenties wishes to write to Mega girls, all over the country, send photo if possible to: Lee Wilson, 28 Brownsville Road, Heaton Moor, Stockport, Cheshire.

WANTED

Wanted: Sega Mega Drive with good collection of games or games only, will pay £10–17.50 for games. Tel: (0527) 32230.

Wanted game players, earn loadsa money from playing games. If you own a Mega Drive, Nintendo, Super NES, Amiga, PC, then send your best scores, sae, £1.50 to Mr Quinn, 229 Runley Rd, Luton, Beds LU1 1TY. Genuine job offer, post now!

SWAP

Mega Drive games for swap, £4 plus a game, any game considered. Phone (0382) 642502

SEGA FORCE CLASSIFIED ADS

CLASSIFIED DEPT, SEGA FORCE, EUROPRESS IMPACT, LUDLOW, SHROPSHIRE SY8 1JW

Only for private use, no trade ads accepted. The editor reserves the right to alter or refuse ads which do not conform to acceptable standards.

Here's the best way to reach other dedicated Sega game-freaks with whatever it is you want to reach them with: FOR SALE, WANTED, SWAPS, PEN PALS, USER CLUBS and the like. And it's amazingly cheap (covers the cost of repairing Adrian Pitt's nails from the typing in). For £1 you get **20 words** — that's the top block of boxes. Or you can write up to **40 words** for a measly **£2**! That's all there is to it — except; Please write in block capitals, neatly (Adrian's eyesight ain't what it used to be), and enclose your payment of cheque or postal order made payable to **Europress Impact**. Don't forget to fill in your name and address (in case we have to return your ad and payment for any reason). Allow up to 6 weeks before ads appear.

20 WORDS FOR £1

40 WORDS FOR £2

NAME...ADDRESS..

....

....POSTCODE..............................

Next Month

Want a truly magical cover gift? See what Merlin cooked up for us!

Come and get it, Deadheads! The next flickin's amazing issue of SEGA FORCE is coming to a shop near you soon!

Catch Mick & Mac, Global Gladiators and Streets of Rage 2 on MD, Batman Returns on GG, the second half of the SEGA FORCE Review of the Year and a whole lot more!

Grab it from 14 January or miss out!

DEADHEAD SET HI-SCORES

Fancy winning a signed SEGA FORCE T-shirt? The SF Deadheads are ready and waiting with their marker pens! Send in your hi-scores, we'll do the rest!

COME AND GET US!

Big Ed: Strider 2 — 185,740
Big Deputy Ed Ade: Wonder Dog — completed!
Huge Mat 'Potato Peelings' Yeo: Wonder Dog — completed!
Enormous Paul 'Grated Cheese' Wooding: J Capriati Tennis — all tournaments completed
Positively whopping Warren 'Peanut Butter' Lapworth: Xmas Prezzies To Buy — 34,572

Looks like the whole world wants one of our signed **SEGA FORCE** T-shirts! Can't blame ya — they're the best!

You know what to do to get yer mitts on one. Fill in all details on the coupon below and send it in with a mugshot to **DEADHEAD SET HI-SCORES, SEGA FORCE**, Europress Impact, Ludlow, Shropshire SY8 1JW.

Get gaming and see if ya can't knock us Deadheads off our perches!

NOW IT'S YOUR TURN!

Alex Kidd in Miracle World (MS)
138,000 (completed)
Stefan Hatton, Stowmarket, Suffol

Alien 3 (MD)
1,964,230 (completed)
Paul Lague, Bridlington, E Yorks

Assault City (MS)
221,900
Adam King, Pershore, Worcs

Asterix (MS)
429,000 (29 lives)
Adam King, Pershore, Worcs

Castle Of Illusion (GG)
147,120
Michael Westcott, Chorley, Lancs

Lucky Dime Caper (MS)
576,550
Adam King, Pershore, Worcs

Operation Wolf (MS)
422,100
Bryan Johnston, Edinburgh

Sonic The Hedgehog (GG)
18 lives
Christopher Bingham

Taz-Mania (MD)
25,795 (completed with no continues and seven lives left)
Stuart Wain, Burton-on-Trent, Staffs

DEADHEAD T-SHIRT WINNER!

Super Off Road Racer (MD)

Track times

Blaster: 30.2 secs	Big Duke's: 36.9
Sidewinder: 30.2	Cliff Hanger:31.8
Fandance: 36.4	Hurricane Gulch:35.4
Hueves Grande: 36.8	Wipeout: 30.8
Cutoff Pass: 26.3	Boulder Hill: 28.3
Redout About: 23.6	Rio Trio: 30.9
Leapin' Lizards: 33.4	Short Cut: 24.8
Pig Bog: 55.1	Volcano Valley: 26.6

PGA Tour Golf (MD)

Longest drive: 314 Yards
Driving accuracy: 66.5%
Greens in regulation: 53%
Putts/GIR: 74%
Par breakers: 24.6
Tournaments won: 8
Earnings: $2,928,307
Average score: 71.67
Best 18 holes: 62

How's that for a bevvy of scorching scores?! See if you can't match 'em and win yourself a totally brilliant **SEGA FORCE** T-shirt!

GAMER OF THE MONTH

Simon Toseland of **Netherton, Peterborough**, has been a busy little beggar on his MD. Have a look at his current hi-scores on *Super Off-Road Racer* and *PGA Tour Golf* and see for yourself.

Well done, Simon, there's an original, signed Deadhead T-shirt on its way to ya for your troubles!

DO YER WORST!

I'm brilliant at...
My hi-score is..............................Format..........................
Name...Age..........................
I live at..
....
....
Tel. No..
I have enclosed my photo and look forward to being seeing it on the hallowed Deadhead pages.

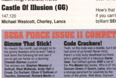
Signed...

SEGA FORCE ISSUE 11 COMPETITION WINNERS

Gimme That Stick!
No messin' this month, just straight on to the jammy bleeders who've won! Take a look down the following list and see if you've got yer hands on a stunning **Cheetah Batman** joystick!
The winners are: **Stephen Massey** of **Solihull, West Midlands**; **Andy Hall** of **Crook, Co Durham**; **Oliver O'Sullivan** of **Taunton, Somerset**; **Richard Martin** of **Cathays, Cardiff**; and **Mike Counter** of **Malabar, Truro, Cornwall**. Well done, you deadheads! Expect yer sticks soon!

Caped Crusader Compo!
A stonkin' **Mega Drive**'s up for grabs here! Race through the winners' list and see if you've nabbed the biggie itself or an equally brill *Batman Returns* MD cart! Here goes:
The supremely lucky winner of the **MD** and **Batman Returns** cart is **Chester Greenidge** of **Peckham, London**, who sent in this mega photo of himself to boot! Hold up, what about the runners-up? Hold tight: **Karl Hipkin** of **Briely Hill, West Midlands**; **Stephen Smith** of **Harwell, London**; **Andrew Jackson** of **Harlow, Essex**; **Daniel Callan** of **Bell Green, Coventry**; and **Michael Andrew** of **Bradford, West Yorks**. Keep yer eyes peeled for the Batty gear, you lot!

Code Crackers!
Yeah, so the code was a doddle, but it still had some of ya foxed! Never mind, there's a truly lucky deadhead out there who's getting hold of a fabulous **Game Gear**, four brilliant games **AND** a set of the ***Pro-Master*** tips books. Who is it? It's **Duncan Green** of **Quorn, Leics**, who has a strange penchant for squirrels by the looks of this photo. Well done, Duncan! Look through the following list and see if you won one of the fabulous ***Pro-Master*** tips book set runner-up prizes. Here are the names: **Kieron Beeby** of **Kettering, Northants**; **Jacob Nye** of **Bruton, Somerset**; **George Kyle** of **Portobello, Edinburgh**; **Ravi Dattani** of **Stanmore, Middx**; and **Scott Lowater** of **Long Eaton, Nottingham**.

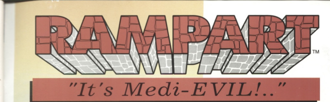


Screemin' Out Loud!
There were five outrageously good 12" singles to be won in our stupendously simple **Sunscreem** compo, so have a look and see if your entry was one of the five pulled out of Mat's whiffy gumboots! The lucky beggars are: **Sean Clark** of **Hove, Sussex**; **Amy Ford** of **Galgate, Lancaster**; **Kevin Nabdoo** of **Wandsworth, London**; **Andrew Hamilton** of **Grangetown, Sunderland**; and **Paul Naysmith** of **Newport-on-Tay, Fife**. Good on yer, pop-pickers, the stuff's in the post!

Well done to every flickin' deadhead who won a prize and don't get downhearted if you didn't. There are plenty more prizes to be won this month in **SEGA FORCE**, so get going and try yer luck!



Tacky Tales
What a whopping postie we've got for ya this month! Sent in by **Michael Andrew** of **Bradford**, this truly gripping photo of Stafford Castle surely fills all of us with a longing for all things historical — NOT!! Nice one, Michael, there's something decidedly tacky on its way for this monumentally dull postcard. Keep 'em coming, game-freaks!

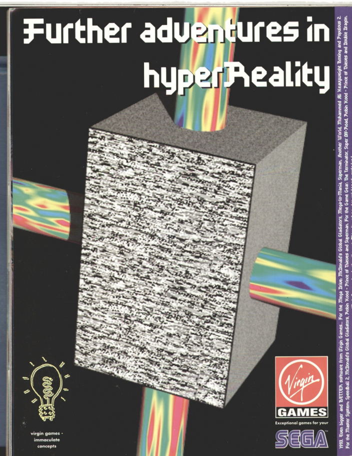


Rampart allows two players simultaneously to travel back in time to the middle ages. Seven rounds of dynamic battle action, medieval destruction, and three levels of difficulty guarantee a game that is exhilarating, challenging and downright addictive.



DOMARK




Further adventures in hyperReality
virgin games - immaculate concepts
Virgin
GAMES
Exceptional games for your
SEGA
1993. Even bigger and BETTER software from Virgin Games... For the Mega Drive: McDonald's Global Gladiators, Mega-lo-Mania, Superman, Another World, Muhammed Ali Heavyweight Boxing and Populous 2.
For the Master System: Speedball 2, McDonald's Global Gladiators, Robin Hood - Prince of Thieves and Superman. For the Game Gear: The Terminator, Super Off-Road, Robin Hood - Prince of Thieves and Double Dragon.